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JUNGLE MAP

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Vol. 1, No. 3

Player's STRATEGY GUIDE to NINTENDO® GAMES

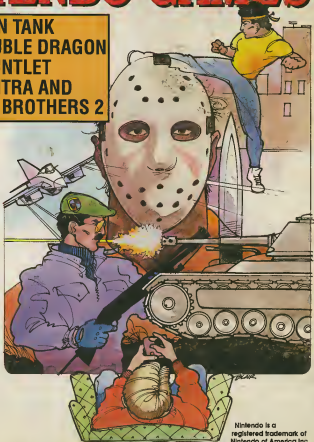
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DOUBLE DRAGON
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CONTRA AND
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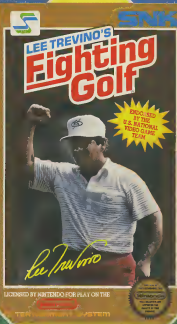
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Amy L. Peacock, Senior Art & Design Director

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Dealer/Customer Service Coordinator

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EDITOR'S NOTES: PLAYING TO WIN

Nintendo game players are always glad to learn about special hints, inside tips, and secret passwords that will give them an extra playing edge. How can you begin some games with more lives? Where are the hidden keys? What buttons do you press to continue playing at the same level when the game ends? How do you sneak by the guards? Is there a secret treasure room that you must find? The right hint at the right time can mean the difference between a high score and GAME OVER.

Helping you to find those answers is what *The Game Player's Nintendo Strategy Guide* is all about. We have collected in this issue hints, tips, screens, strategy suggestions, and descriptions of thirty of the most popular and newest games for your Nintendo machine. Each of our Top Ten choices has dozens of screens, hints, and descriptions. And our twenty Up-And-Coming games give you previews of some of the newest cartridges being released as well as inside information on some currently popular titles.

The issue you are holding is the first of a quarterly series of Nintendo strategy guides we will publish. Four times a year, *The Game Player's Nintendo Strategy Guide* will bring you new hints, tips, color screens, and strategy suggestions for dozens of the hottest Nintendo titles available.



Super Mario Bros. 2 Nintendo

You will also get inside information on the games that have not yet been released, but that are sure to be big winners.

Levels Of The Game

Have you ever gotten frustrated when playing a new Nintendo game because you just can't seem to get beyond a certain point? In many games, the first level can be the hardest to get past. After all, you're just learning how the game works. Although some Nintendo games become more difficult as you advance to higher levels, others are hard right from the start.

Platoon is a good example of a game which can be hard at first, until you learn to map your way through the opening level.

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We've provided a map of the jungle for you in this issue. *Metal Gear* is another game in which it can be tough to get started. But once you learn to wait for the enemy guards to turn away from you (or to fall asleep), things get a bit easier. In fact, once you are past the first level in *Metal Gear*, you will have less trouble. *Super Mario Bros. 2* is an example of a good game that takes strategy and patience to conquer. You have to learn how to pick up things and throw them at your enemies. Once you get the hang of it on the first level, you'll start to do better.

In this issue of *The Game Player's Nintendo Strategy Guide*, we have included information you can use to advance from level to level. On some of the newest games, we have concentrated on the first few levels especially. This will help you get beyond the first areas as you begin to play.



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MAP YOUR WAY TO VICTORY

Where are you going? And how will you get there?

Those are probably the first things you think about when you begin playing a new Nintendo game. First, you are figuring out what your goal is in the game. And second, you are beginning to learn *how* to reach that goal.

How will Mario save the land of Subcon from the wicked enemy Wart in *Super Mario Brothers 2*? What does Billy have to do to save his girlfriend, Marian, from the Warriors in *Double Dragon*? Who is Zelda, and what must Link do to find her in *The Legend of Zelda*? In *RoboWarrior*, what do you have to do to help ZED fight the Xanthos and save the planet Altile? From *Alpha Mission* to *Zanac*, from *Bases Loaded* to *Zelda II: The Adventures of Link*, each Nintendo game has its own goals and ways to reach those goals.

It would be easier to play some Nintendo games if you had a road map that would show where you are headed and where you have been. For many of these games, it's very important to know *where* you are along the road to victory. Some games have confusing mazes or many different levels. You can become lost and not remember exactly where



In *Gauntlet*, connecting lines map your way to new rooms.

you have been and where you must go. All of this is part of the fun of playing your Nintendo games. But it can sometimes make a game frustrating if you don't have a sense of direction.

In fact, there are some Nintendo games in which you really *have* to create your own map so that you can backtrack to certain places after you collect items. In *Blaster Master*, for instance, you sometimes need to retrace your steps before you can advance to the next level. This type of game has a world which is a maze of rooms, doorways, levels, paths, or lands for you to explore.

At times, it may seem too much trouble to make a map. It might seem better just to keep moving. But after awhile, as the game goes on and you don't get any closer to your goal, the fun may wear off. The game designers understand that sometimes you need to have some hints about where to go. One example of this is *Blaster Master*, which has maps of different levels in the instruction booklet.

Different games can require different kinds of maps. In most games, there are paths that you must follow. For example, in *BreakThru* you must keep moving along a map that you see at the start of the game. But you can't go any other way. You move

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from mountains to the bridge to the prairie to the town and finally to the airfield. You can't change directions even if you want to. Other games, such as *Contra*, *Double Dragon*, *Life Force*, *3-D WorldRunner*, and many more, follow this pattern. One new game, *Metal Gear*, even includes a colorful map that shows where you must go to complete your game. But just because you know the way doesn't mean that getting there will be easy.

Some games include maps to give you hints on how close you are to a certain goal. In *Gauntlet*, each of the five different levels has a map giving the location of the rooms on that level. As you complete one, a line appears showing where you will go next. You can plot your progress to a treasure room by watching the map, or see how far the next

The *Wizards & Warriors* map shows you the path you will be following in your quest.



The Temple of Zuul is at the center of the *Ghostbusters* map.



code room lies. And in *Ghosts 'n' Goblins*, you'll see a map of all six levels each time you lose a knight. By getting an overview of the whole game, you can see how close you are to your final battle, or whether you need to move up or continue straight ahead to reach the next level.

Friday The 13th has a map of Crystal Lake and the nearby cabins and trails. When

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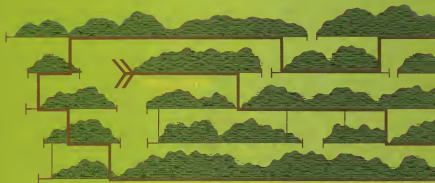
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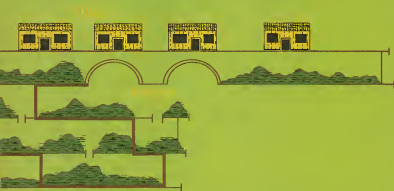
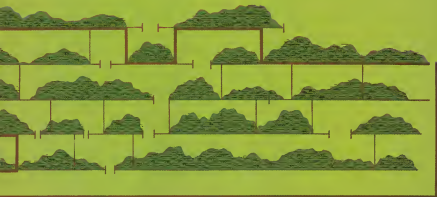


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JUNGLE MAP



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Jason begins attacking one of the other characters in the game, you hear a warning buzzer. That means you should switch to the map screen so that you can see where the attack is taking place and decide how to help.

Other games give you a choice of several different paths to follow to reach your goal. But once you choose each direction, you can't turn around and go back to places you have been. *Iron Tank* is a good example of this. As you look at the map on the sub-screen, you see several roads leading left and right and up the middle. But they all end at the enemy's headquarters. Depending on which roads you take, each game will be a little different. Once you set off in a direction and go that way, you can't turn around. So, you have to live (or die) with the choices you make at each new fork in the road.



You can travel anywhere around Crystal Lake using this map in *Friday The 13th*.

But there are other games that give you almost complete control over where you go — forward or backward, north or south, underground or on top of mountains. *The Legend Of Zelda* is a big world in which Link can wander wherever you want him to. Another game, *Platoon*, lets you march through a long jungle level, coming and going as you wish. But soon, after you've made a few turns, it's easy to get lost. Which way do you need to go to get out of the jungle? All the trees and vines and bushes and paths look alike.

Games like these can be more fun in the long run if you begin to make maps of where you've been. *Platoon* can be especially frustrating if you wander in the jungle too long without finding your way to the village. To help you, we have included in this issue a map of most of the first level of *Platoon* even though we show you where you need to go, you still have to find certain things before you will be able to leave the jungle. We aren't going to give that away. You will have to search for those items, and still find your way to the end using the map.

Also, you can create your own maps. One of the easiest ways is to take a piece of paper and draw different rooms and doors as you enter them. You can usually Pause the game while you draw the map. *Zelda* is like that. So is *Density Towers*, where you won't make any progress at all without starting a map of the dozens of different rooms.

Or, you can try other methods. In *Platoon*, for instance, you can take a piece of paper and a pencil and draw horizontal (left and right) lines to show each jungle area and vertical (up and down) lines to show the short paths that take you from one jungle path to the next.

To draw a more exact map, you can even count the number of steps it takes for your soldier to move from one end of a horizontal path to the other. It's easier to do if you get a piece of graph paper and make a certain number of steps equal to one block on the piece of paper. Soon, you will have a map similar to the one we have here. Once you learn how to do this, you can try it on other games as well, such as *Rambo*. There are many ways to do this, and it can be fun to draw maps working with a friend. You will really get to know your way around the game.

Video games are getting better and bigger all the time. In the future, there will be many more games that you might want to map. Some of these will have worlds to explore that make the current games seem very small. So, have fun mapping your way through your Nintendo games. You'll never get lost again.

Iron Tank gives you several paths to follow to reach enemy headquarters.



In *BreakThru*, the map shows you the five areas you must pass through.



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THUMBS UP!

BUYING THE RIGHT JOYSTICKS

Nintendo games are getting better and better. And that goes for joysticks and other game controllers, the tools you use to play them. Almost every week it seems that a new game is released with faster action, larger mazes, more enemies to fight, better sports simulations, or a combination of improvements.

How are your poor, overworked thumbs and fingers going to keep up with all this action? To play some games well, you have to press the A or B buttons as much as one hundred times a minute if you want to get high scores and advance farther. Still other games require you to press the control pad direction button *and* the A or B button at the



The 500XJ joystick from Epyx is molded so that it fits into your hand.



Bandai's Mega control unit is battery operated and lets you control seven different functions.

same time. What's more, you may have to hit the Select button to change to sub-screens or to use new weapons or other items. That's why many serious Nintendo players decide they need something besides just the keypad controllers that come with their systems. For some games, keypads are best. But for others, there's no substitute for a good joystick.

Joysticks come in all shapes and sizes. The Epyx 500XJ, for example, is molded so that it fits into the palm of your hand. Your fingers curl around to the A and B buttons. Most joystick makers try to design hand-held units that are easy to hold while you move the stick or press the buttons. Wico's Command Control looks something like the Nintendo control pad, but it has a joystick rather than a direction pad.

The other major type of joystick is the desktop model, usually with suction cups or non-skid pads on the bottom. These models are designed to stay in one place on a table top while you put the stick and buttons through their paces. For example, the Starmaster by Kraft Systems and Contriver Technology's Winner 300 both have suction cups for more stable play.

Auto-fire and slow motion buttons are becoming very popular among Nintendo players. Beeshu's Zoomer and Bandai's Mega feature automatic firing (or rapid firing) buttons that take some

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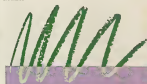
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of the heat off of your thumbs. You can concentrate more on where you are going or what's coming at you, and less on trying to press your thumb on the A or B button two or three times a second.

Slow motion is helpful because it gives you time to study what's going on. This can make a big difference when the going gets tough. Nintendo's NES Advantage has this option as do Bandai's Mega and several other joysticks.

Some Nintendo players don't like being tied to the machine by a cord that runs from the joystick or control pad to the cartridge box. For those players, there are several wireless joysticks and control pads that use batteries and send signals to a sensor on the machine that reacts to light flashes. That means you can sit back in your chair or get up and move around while you play.

A few new games let you use your body to play. The Power Pad from Nintendo is a colorful floor pad on which you jump and run in games such as *Dance Aerobics*, *World Class Track Meet*, and *Super Team Games*. LJN's Roll & Rocker is another floor-based controller that you can use instead of your hands.



Beeshu's Zoomer is similar to an airplane's joystick and has two fire buttons.



The NES Max from Nintendo features Turbo buttons for faster play, plus a rotating thumb control.

The top of the line controller has to be the Pro-Play Home Arcade from Eclectic Products, a \$249.99 video game cabinet that's built like the coin-operated video machines you find in the arcades. You assemble the unit, put your Nintendo game machine and any standard television or monitor inside, and you have an arcade-style stand-alone game machine.

The number and variety of joysticks is growing all the time. Companies such as Beeshu, Camerica, Happ Controls, Wico, Bandai, Epyx, Kraft Systems, and others know that the best players need the best equipment. So, you can expect even more controllers to be introduced soon.

If you are trying to decide which joystick is for you, most joystick companies will send you a free catalog of their products to help you decide. Just write them a letter using the addresses in the back of this magazine. Or, you may be able to actually see and test a joystick at your nearest Nintendo dealer.



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BLASTER MASTER



This flying object above your car drops bombs which sap your power. Shoot it down and then quickly shoot the rock monster before he starts to drain your energy.

THE STORY

Blaster Master puts you in command of a special armored car as you guide Jason in his war against radioactive mutants living underground. The armored car has a cannon and great leaping capabilities. You can also take Jason out of the car by pressing the Select button. He will explore areas that the car cannot go. Your goal is to explore all of the underground and destroy the Plutonium Boss who is in charge of the mutants.

Doorways show you where

Jason can get out of the armored car and there are some doorways that the car itself can go through. Grab power pills to keep your strength. Other capsules you grab will add more weapons. There is a Menu screen with information about what you are carrying and how many weapons you have. Be sure to look for Mutant Bosses at different stages of the game because you must destroy them to move on.

Sunsoft



These flying mutants sap your power if they touch you. But if you can shoot them as they fly by, you can sometimes pick up extra power capsules.



When you enter this Stage 1 room, watch out for the gun turret in the center ceiling. You can roll out fast and jump. The wall-walkers will cause you to lose strength, so shoot or jump them.

Don't get discouraged by the first couple of rooms in the game. Level 1 is easy once you learn how to jump accurately and to shoot while jumping. The farther you go in the game, the more you will learn about the powers of the special weapons you pick up. That's the key to winning against the mutant bosses. But it will take time for you to learn everything you need to know to go against the Big Boss.



When you fall to this lowest level, you have only a moment in which to jump back up or you will lose all your power and explode. The power gauge is empty — the end is near.



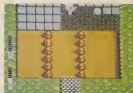
At this point in Stage 1, press Select to get Jason out of the armored car and started down the ladder so he can explore. You can pick up power capsules at the bottom, but watch out for mutants.



These creatures race across at Jason, from top to bottom, and take away power when they touch him. Make your moves after the creature has just gone by. You can also shoot them for power.



As Jason enters this room, bombs begin to circle outward from this creature in ever-widening curves. Before they get too close to you, rush in and shoot the mutant. There is a good room beyond.



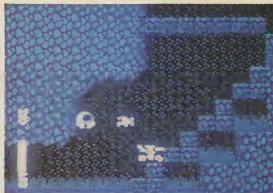
Try blasting away at rock walls from time to time. Here, Jason uncovers a Hover capsule which will come in handy at higher levels. You can also find weapons and power capsules.



This mutant boss frog uses its tongue, bombs, and fireballs to attack Jason. But Jason can move fast enough to avoid them. Keep shooting. Try different weapons for different mutant bosses.

Movements are slow underwater when Jason stays inside the armored car. You are better off to bring him out of the car and let him swim around. Then get back to the car and out of the water.

A lot of the fun in *Blaster Master* is exploring so many different rooms and fighting so many different enemies. But pay attention to the maps in your instruction booklet. On some levels you have to backtrack. And to finish a level, you must find and kill the mutant boss of that area. Try drawing a few maps of where you go. They will help you get a feel for how large this underground area really is.





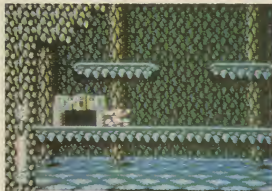
On level two, these floor crawlers will take all of your power away if you stay in the armored car and fight them. Bring Jason out right away because he's short enough to shoot them.



This floating eye must be shot or dodged. It's easier to shoot it because then you can concentrate on avoiding the explosive land mine on the platform just below Jason's car.



On level three, some of the fat, bomb-shaped creatures have legs. They will run toward you very quickly. Others open up and release small bombs. Shoot them if you can and run from the small bombs.



When you find large doorways like this, you can press the control pad Down and the entire armored car will go through. Jason can also go through by himself, but it's better to take the car.

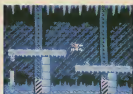
The diamond-shaped bullets fired by this mutant boss come at you in a widespread curving pattern. You can dodge them by moving quickly. Then try to get in close to kill the boss.

When you are about to enter a new area through a doorway, be ready to press the control pad direction button to go back the way you have just come. What greets you on the other side of the door could be deadly! You can also pause the game as soon as you get to the other side to study your enemies before they attack. If you are killed, remember that you have five chances to continue the game.





These red dogs play rough! Shoot them as quickly as possible. They will sap your strength. You will need time to explore these areas to uncover weapons and power capsules.



The ice caves on level six will make you skid out of control. Once you start sliding in a direction, you will continue that way for awhile. This is particularly dangerous with land mines around.



These are small red lava pits. Fall in and you will be lucky to get out before you lose all your power. They are easy to jump, however, so don't make the mistake of trying to roll over them.



You will have more time to shoot and move around this mutant boss crab. Dodge the bubble bombs and keep firing. The crab scuttles back and forth, so stay low on the screen.

These one-eyed heads are deadly and hard to kill. You have to keep firing with the B button and move around so that you don't get trapped and killed.

Try going back into a rocen or an area where you have picked up a lot of weapons and power capsules. The chances are good that you will find that there are more of them. This is a good way to build up your resources (especially when Jason is out of the car and walking around). You will have to fight some or all of the same enemies, but once you know an area it's easier to gather materials.





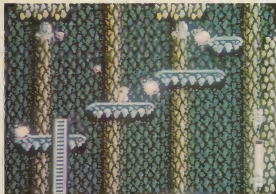
To jump from brick to brick, you have to learn to jump and move forward at the same time. That's the skill you need most in *Blaster Master*. The only way to learn to do this well is to practice.



This brain-shaped mutant boss attacks without stopping, even as you fire away at it. Mutant bosses are very difficult to kill. That's why they are mutant bosses.



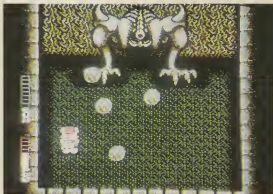
You need to jump from ledge to ledge on this level, avoiding the many land mines. Shoot them if you can get the right angle. Otherwise, jump and land just on the edge of each platform.



There are times when trying to destroy guns or attackers is hopeless. Jason can't knock out these two gun turrets so his best bet is down the ladder and back to the armored car.

This is a headless version of the Big Boss Mutant. He's too ugly to show completely! He's very powerful. His bombs are fast, deadly, and difficult to dodge. This is it. Go for it!

Mutant bosses at different stages may look like an earlier mutant boss you fought. But the higher the level you are on, the faster and more deadly they become. When you destroy a mutant boss at a lower level, you will receive more powerful weapons that you can use when fighting the more powerful mutant bosses later on. Check the instruction booklet for a list of those weapons.



BREAKTHRU



When you shoot most obstacles, such as boxes, barrels, rocks, and trucks, you can then drive through their remains. Remember this when you have only a narrow passage to go through.

THE STORY

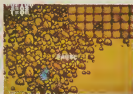
Prepare to attack! Enemy soldiers, tanks, armored cars, and missiles are all fighting to prevent you from rescuing your country's secret jet fighter, the PK430. The fighter was stolen and is now hidden on the enemy's air base. But to get to the fighter and bring it back, you have to fight your way through five levels of enemy territory.

Luckily, you have a heavily armored assault vehicle with machine guns and great jumping abili-

ties. You drive the armored car through mountains, over a damaged bridge, across a prairie, through the streets of a city, and onto the airfield. Every step of the way you will be attacked by the enemy. Your jumping accuracy will be very important, as well as your ability to steer quickly and shoot rapidly. Your country is depending on you. Let's go!

Data East

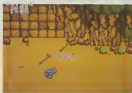
Try jumping and landing on top of other vehicles. This is a tricky move, but it helps sometimes when you are trying to jump over bullets or missiles that are coming at you. When more than one enemy vehicle is attacking, you may be shot if you try to stay on the ground and shoot it out. Jumping is one of your strongest capabilities in getting through the game.



The rock piles are not hard to jump if you go from the bottom of the screen. Keep your fingers pressed on the right control pad and on the A button to move up or down in the air.



Every now and then a power barrel will float down under a parachute. Your armored car must jump up to catch it in order to get extra shooting power. But be careful where you land.



At the second rock pile, you have to avoid two red missiles and several land mines. Jump low on the screen and then shift away from the incoming missiles while you are still in the air.



You should begin shooting at this machine gun pillbox even as you come out from the tunnel. A few shots will knock it out. But if you don't destroy it, getting by will be harder.



When you are on the bridge level, you have to gain enough speed to jump the gaps over the water. Being too slow will land you in the water and cost you a life.



Where the bridge veers to the left, your best course is to shoot the first soldier and then stay far right. You can run over the soldiers without shooting them if you stay far right.



Stay directly behind this yellow super-tank and keep shooting. Be ready to dodge when the tank's bullets change direction. You can move back and forth and stay out of the path of the bullets.



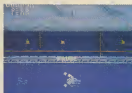
These three soldiers try to block you from jumping left at the next break in the bridge. Pick up speed, duck left behind them, and get ready to jump left. You don't have to shoot them.

This helicopter is a real headache!

It fires two sets of boomerang rockets. Rush forward and jump when you see them, then before they double back, move your car low on the screen.

Where you are on the screen affects where some things appear. This is especially true of boulders that fall and of some enemy tanks and cars. If you speed up rapidly, for example, some enemy vehicles will react much differently. After playing for awhile, you will learn which ones react by responding to your position and which ones always appear at the same place and time.





Armored cars that fire bullets in a V-spread come at you in several places in *BreakThru*. Your best bet is to stay in the middle and shoot quickly, or jump over the spray of bullets.



On the prairie, in level three, threading your way through these ranks of soldiers is not easy. Stay at the top of the screen and pick off soldiers between their shots.



After you cross this small bridge, these two trucks approach. They're fast and shoot quickly. Head toward the bottom of the screen so you can avoid them before they arrive.



At this point, there is a fence to jump, land mines to dodge, and another machine gun bunker to shoot. You have to jump forward and then, while still in the air, move up or down to land safely.

Landing on this small island and then jumping again right away is one of the trickiest moves in the game. You will have to practice a lot and learn when to lift your finger off the A button.

Try different moves and jumps with your armored car to see what happens. There are times when you can jump onto a side railing in the bridge section and just ride right past your enemies. You can jump over some vehicles and land on others. At some points you can go off the road to avoid bullets, but elsewhere you will crash if you make the same move. Learn all of your armored car's capabilities.





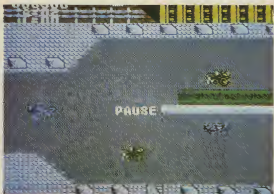
Stay on the bottom of the screen and shoot this bunker before it shoots you. There's a big tank beyond the bunker, and you don't want to have the bunker's gun at your back when you attack the tank.



There are two helicopters near the end of the prairie, level three. They have the same boomerang rockets and machine guns. Use the same moves you made to get by the helicopter back on the bridge.



In the city, try speeding up and jumping as you approach the first three vehicles that attack you. Their bullets will go under you and you can slow down.



At this point in the city, the road splits in two with a barrier in between. Stay on the lower of the two roads. It's a little easier to get through that section without being attacked.

These two green armored tanks spray bullets in a wide arc. Try to shoot at least one of them as soon as you see them. It's then easier to attack the other one or jump the bullets.

At several points in the city, bullets come from buildings at the top of the screen. You have two ways to avoid them. Try to stay as close to the bottom of the screen as possible, and dodge the bullets as they get farther apart. Or, you can try jumping over the bullets. Wait until you see them coming and then jump. They will go underneath your car. But watch out for enemy cars and tanks when you land.





On the fifth level, you are on an airport runway close to the walls where the PK430 jet fighter is hidden. You will have to dodge incoming missiles, tanks, and soldiers at the same time.



Your car has jumped one of the walls at the airport. But you must use the control pad to move the car up and down while in the air so that you miss the land mines right after the wall.



These two yellow armored cars are similar to the two that attack on level three, the prairie. You should shoot them as soon as possible or try to jump them. They move fast.



This mine field is very close to the jet fighter you are after. It's easy to shoot a path for yourself here. The fifth level at this point is not as hard to play as earlier levels.

Congratulations! You have reached the PK430 jet fighter at the end of the game. The thanks of a grateful nation are yours. And now you can start all over again.

As you move toward the end of the game, there is one more enemy helicopter that you have to avoid. It fires boomerang bombs and machine guns. Use the same method you used on the earlier helicopters. Although *BreakThru* is not easy to win, you have the option of continuing on your current level as long as you don't turn the power to the game system off. If you do, then you have to start from the beginning of the game.



CONTRA



At the start, make sure you shoot the first pillbox sensor to get a flying M for machine gun power. Shoot down by pressing the control pad right and down at the same time. Don't stop running.

THE STORY

Prepare to face the evil alien soldiers of Red Falcon, who invaded Earth more than thirty years ago. As Scorpion or Mad Dog, you fight your way through several levels of alien soldiers, monsters, exploding bombs, and many more deadly obstacles. You go from a Jungle level to Base 1, to a Waterfall level, and then to Base 2. From there, you battle through a Snow Field, an Energy Zone, Hangar Zone, and on to your final fight with Red Falcon.

Contra is a fast-moving game and many things are going on at once. To win, you have to study where and when your enemies appear. Remember where enemy guns are placed. Learn how to pick up flying capsules that give you more firepower. Your character has to run, jump, and shoot in many directions. Push the Start button a lot at first to Pause the game so you can study the screen.

Konami

Konami, which makes *Contra*, has put a secret code into the game that gives you many more lives than three. You can begin the game with *thirty* lives. As soon as the title screen appears, very quickly press the control pad Up-Down-Down-Left-Right-Left-Right-B-A-Start. This has to be done very fast to work. You will then have thirty soldiers to start the game. You can also continue the game twice more with thirty soldiers.



You can now pick up the flying M capsule. When you hit the pillbox, the M will fly up and land near you. Run by it and you will have machine gun power (which you will soon need).



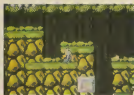
The red bullets show that you have picked up a flying R capsule that gives you rapid-fire. You can hold the B button down without having to press it over and over while running.



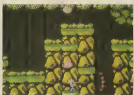
After the bridges, the lower path is a little easier than the top path. At this point, time your jump from the left platform to the right one by jumping between bullets. Lie down and shoot.



On this top Jungle path, you have to lie down to destroy a red cannon. The cannon will fire over your head while you are lying down. So, you can take your time shooting it.



At this stage in the jungle, you should shoot this pillbox sensor to get a flying S capsule for "spread-fire shooting." You will need spread-fire to make it easier to get into Base 1.



Other flying capsules will come by after you get the spread-fire S capsule. Ignore them since the spread-fire is better. Jump to the top level here, then across the gap, and get ready for Base 1.



Stand at the edge of this cliff and use spread-fire to destroy the gun pillbox at right. The enemy gun won't change position to shoot up at you, so take your time and keep shooting.



This is the last pillbox in the Jungle. Jump down to it, lie down, and start shooting. If you don't destroy it, the pillbox gun will shoot at you back as you try to get into Base 1.

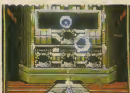
At the entrance to Base 1, first shoot the guard at the top right, using spread-fire if possible. Then shoot the two wall cannons and the red sensor at bottom right. Welcome to Base 1.

Playing *Contra* with two players at the same time can be fun. You can both run and shoot at the same time. But it is not easy unless you both know what's going on in the game. You must keep the players on the same screen. If one player is better than the other, let him or her lead. The other player can follow, shooting all the time. Bullets that you and your partner fire won't hurt either of you.





This is the sixth room at the core of Base 1. Your best strategy is to avoid these red bombs is to jump over them as they come at you. Shoot the four red sensors while dodging the bombs.



This alien pops up at the end of Base 1 after you destroy the four red sensors. It tracks left-right, shooting a large bubble bomb. Shoot the bubble bombs, then the alien's eye.



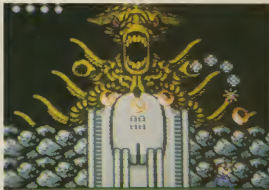
On the Waterfall level, you must jump up many levels while fighting soldiers and dodging huge rocks. When you reach this bridge, jump between the moving fireballs and over to the right.

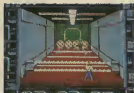


You have to jump onto several moving bridges to get from one side to the other. That takes practice, and you still have to dodge bullets and bombs.

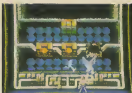
At the top of the Waterfall level, jump up a couple of times. This nasty monster will appear. Aim at its head and the red spikes on the end of its arms. One arm has been blown away in this photo.

Base 1 has six rooms that you must battle your way through. You will find that each room has red sensors placed in different positions. Shoot these sensors out while avoiding bullets and dynamite sticks thrown by the guards. In the fourth room, Scorpion must lie down and shoot to destroy the explosives rolling at him. But he also has to jump up to fire at the sensors.

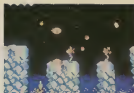




Base 2 has eight rooms, and the fighting is tougher. In the second room, there are four sensors. Run left and right so you can dodge the dynamite sticks while you shoot.



At the end of Base 2, the guards are more dangerous because they can grow wings and fly at you. Shoot them fast and dodge the red bombs. Once you learn the guards' flight patterns, it's not hard to do.



The Snow Field is the fifth level, and it's a lot like the Jungle. There are more soldiers and lots of exploding bombs. There are also machine gun sleds you must shoot again and again to destroy.

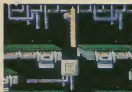


There are two of these big killing machines on the Snow Field. The easiest way to get by is to wait on the left until it kills you. Your new soldier will drop behind the machine and be safe.

At the end of the Snow Field, this flying machine attacks. Get directly beneath it, shoot up as fast as possible, and it will blow up. But you have to move fast to succeed.

When in Base 1 or Base 2, try to shoot the guards dressed in red uniforms. If you hit one, it will usually release a flying capsule with a new weapon for you. You can get the weapon by running by the capsule, and then your firepower increases immediately. The stronger your weapon, the easier it is to keep going.





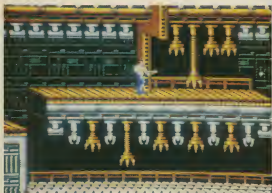
Getting past these jets of fire on level six can be difficult. If you can't make it, remember that when your new soldier drops down he can't be killed for a couple of seconds. Quickly jump through.



Jump from bottom to top among the flame jet levels at the left when they stop firing. Study their on-off patterns and you will find you can time your jumps with little trouble.



At the end of the Energy Zone, this monster awaits you. He throws a deadly bomb. But you can jump over him while shooting. Keep moving and shooting and the alien will blow up.



The Hangar Zone is the seventh level, one step away from Red Falcon. Time your moves past these grasping metal claws after you study their movement pattern.

You will have to try several ways to get by the soldiers and the claws. You can figure out the pattern of claw movements, but watch out for enemy soldiers coming at you from behind.

Once past the Hangar Zone, you enter the final level. You will confront Red Falcon, the alien life form that controls everything. Try to have as strong a weapon as possible so that you can hit him hard. This is a dangerous level, and you will need all your skills. At this point, you are on your own.



DOUBLE DRAGON



Don't let gang members get behind you or they can hit you on the back or the head like this. Try to face all opponents, even if you have to run around them to do it.

THE STORY

The Warriors, a tough city gang, has kidnapped Billy's girlfriend, Marian. So it's up to you to help Billy use his martial arts skills to rescue her. Billy will have to fight an army of punks, thugs, gang members, and other bad guys to get to the Shadow Boss where Marian is being held against her will.

Billy has 11 different kinds of martial arts fighting skills. As he advances to higher levels, more of

the skills become available to him. There are also weapons that his enemies will use that he can grab from them. Baseball bats, whips, oil barrels, and boxes all can be used to defeat them. But the farther you go in the game, the tougher Billy's enemies become. There is also a part of *Double Dragon* where you and another player can fight head-to-head, or you can practice against the computer.

TradeWest

Don't let gang members get too close to Billy before you start punching and kicking. There is a certain distance at which Billy's fighting is very effective. If you are too far away or too close, gang members will land more blows on Billy. Practice on the lower levels until you have a good feel for the right distance. Move around so that your opponents don't know what to expect and don't stay in the same place too long.



Try pressing the A and B buttons at the same time, while moving the direction controller forward. At the opening level Billy will jump straight up. At higher levels this becomes a jump kick.



On the first levels, Billy's kick (B button) is stronger than his punch (A button). Time your fighting so that you kick each enemy three times to make him or her fall down. Later stages take more kicks.



These whip-wielding punks come out of the double doors behind them. As soon as they emerge, punch or kick the one holding the whip. Then pick it up and use it against them.



You can surprise these punks by climbing the ladder before they come out, and walking over the top of the door. When they come out and climb the ladder, kick them while they're still climbing.



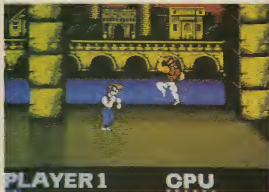
Avoid this oil can-carrying gang member by coming up close to him and then moving forward and backward quickly to dodge as he throws the can. Once you learn to do this, you will never get clobbered.



This is Mode B, an excellent way to improve your fighting skills in a short time. You select which fighter you want to be, and then either play against the computer or a friend.



You have knocked down one gang member. Now pick up the oil can by pressing the A button. Walk over to a gang member and press the A button again to throw it.



The CPU (computer opponent) is very difficult to defeat in Mode B, but, in this mode, you will quickly get a better sense of the different kinds of moves you have at your command.

Dodging this whip is not easy. You have to get in close enough to kick or punch without giving your enemy time to strike. With a good hit, you can make gang members drop their weapons every time.

The more you play *Double Dragon*, the better you will get to know what Billy can and can't do at each level. When you reach a new level, immediately try some combinations of punches and kicks to see if you have any new moves. For example, in Mission 3, you will be more effective if you get used to using the A button to throw people over Billy's shoulder or the B button to pull hair and kick.





You can knock down two punks with one blow if you move around so that they come at you together. This is easier if you have a weapon like this whip, but whatever you do, don't let them get too close to you.



The elevator doors behind Billy will open up to automatically move him to the next level of fighting. The doors won't open until you have beaten everyone at this stage.



In the conveyor belt room, you must quickly defeat these two tough guys because a more powerful enemy is waiting to attack you. Try charging the guy on the right to knock him off the edge.



By kicking him as soon as he crosses the conveyor to the platform, you can knock this big guy off. Don't try punching him. Kicking works better and faster.

A dynamite stick carried by this gang member explodes. Try to move your enemy over the dynamite stick after he throws it, as shown here. You will have no trouble dodging dynamite.

You cannot carry weapons from one level to another. They disappear as soon as you defeat all the enemies in one area. But while you do have a weapon, keep your distance from attackers. They can knock the weapon out of your hands if they get close enough to punch or kick you. This becomes harder to avoid as you begin to fight enemies who can jump kick and perform other advanced moves.





In the second mission, these gang members throw boxes. And they are tougher to knock down than earlier opponents. Start practicing new fighting techniques here.



The baseball bat is a heavy-duty weapon. Watch out or you will get clobbered trying to take it away from your enemy. Get close, jump up quickly to avoid his swing, and then kick right away.



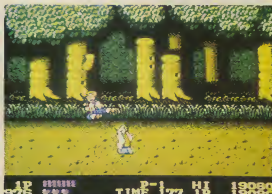
Be careful to avoid an ambush by this whip-carrying punk as you enter the area. The attack begins as soon as you enter from the left. Move around quickly as soon as you enter.



When you reach the top of Mission 2's ladders, you will meet this gang member. When he comes toward you, climb down this ladder and the one below it. You will automatically advance to Mission 3.

The flying kick works well for you on Mission 3. But be careful. This opponent is fast and can duck your flying kick. Try alternating your flying kick with regular punches and kicks.

In Mode B for two players, you and a friend can fight one-on-one to practice your punches and kicks before taking on the main missions. You can also choose this mode to practice your fighting while the other character on screen stays motionless. This gives you time to study your moves. Mode A will pit you against the computer, which is a very tough opponent. If you do well here, then you will probably go farther in the regular game.





The woods are filled with enemies, and they can come from anywhere. While you're trying to beat the knife carriers, be careful or you might be ambushed from above as well.



This is the hair-pull kick which you can use with the B button once you reach Mission 3. As soon as you learn the right timing for this move, you can really cause your enemies problems.



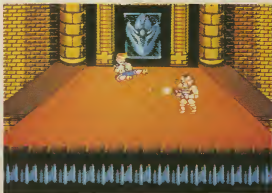
You can protect Billy from this knife-throwing gang member by moving Billy toward the top or bottom of the screen as soon as the knife is thrown. Then close in to fight.



In mission three, Billy has jumped the gap in the bridge after taking a baseball bat away from another gang member. Now, you are up against a knife thrower who will come after you as soon as you land.

This is the hideout of the Shadow Boss, who has taken Billy's girlfriend, Marian. The Shadow Boss is really Billy's brother Jimmy who is also an expert in the martial arts. Good luck!

Press the Start button to pause the action, especially when your life energy is low. Pausing gives you a chance to study your enemies before or during an attack. It also gives you time to figure out the best kick, jump, or other move in a given situation. As you advance through the seven different skill levels, your choice of fighting techniques becomes more important. Some enemies will beat you if you don't use the right attack.



GAUNTLET



Pick up all the keys and treasure you can in the first room. The exit is in the upper left, but you can explore all the chambers first without being threatened by too many enemies.

THE STORY

Choose to be Thor, the mighty warrior; Thyra, the Valkyrie; Merlin, the magician; or Quester, the elf, in this exciting role-playing game. You're seeking the combination to a locked room in which the Sacred Orb of your people is hidden. But to find the combination, you have to find your way through dozens of challenging mazes.

Each of the characters has a unique set of skills. They'll need them, too, because there are strange foes in all of the rooms they must

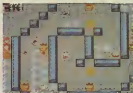
enter. Ghosts, henchmen, and disappearing demons will try to block your heroes' progress. Often it seems the enemy must win. But persistence pays off, and treasure rooms hold vast wealth and valuable passwords.

Compete against another player or join together in the quest to recover the Sacred Orb. Five worlds are filled with difficulty, danger, deterrents, and destruction.

Tengen



Thyra combines good speed with good strength. Quester is very, very fast, but he is still the weakest of all four characters. You may want to practice with one character and move to another when you're more confident.



If you move counterclockwise in room nine, you'll eventually find your way to the exit. Don't try to defeat every enemy, just blow up the enemy generators so more won't be produced.

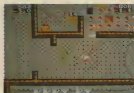
In room 10, go down through the locked door until you reach the bottom of the screen. Work your way right, but avoid the pads because they'll open walls between you and the enemy. Pick up the potion in the bottom right corner, then go up. The pad there will open the wall between you and the exit. If your character is fast enough, race the black demon to the potion in the top right corner, but don't risk getting trapped by him.



You'll find that each character has its own particular strengths and weaknesses. Thor is the strongest, but moves very slow. Merlin isn't that fast, but he has more magical powers than the other characters.



This demon watches over the Sacred Orb you are trying to find, hiding it in a room accessible only with a password. But you can continue the game by getting your own password. Press A and start to continue.



It takes a lot of cooperation to succeed in a two-player game. Here, for instance, use Merlin's key to get past the locked door, but let Quester go in first since he has more strength points.



Don't just stand there and let the black demons tap your energy. Keep darting up to the demon and them away, or try to go around it. Before too long you can pass over it or it will disappear.



Quester has just walked over the three flash pads to the right of room 14. They have opened the wall just off the screen on the right. He can now go through the opening and straight down to the exit.



When you're playing with two characters, make sure their talents are compatible. Thor and Quester, for example, move at such different speeds that one will always be trying to catch up and the other will always be waiting.

In the first treasure rooms, the exit is in one of the four corners. Locate the exit, then pick up as much treasure as possible. But watch the clock. You'll have to repeat rooms if you don't exit in time.

In a two-player cooperative game, you naturally need to pick compatible characters. But you can also play *Gauntlet* in competition with another player. In that case, you'll want to pick a player as different from your opponent as possible. If he's got a fast character, yours will need stamina. If he's moving slow and defeating all the enemies, you'll want to pick up the keys and treasure by moving fast.

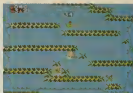




The moveable walls you'll encounter in rooms like 27 are a real problem, especially when there's no path around them. Try pushing on them over and over (and over) until they're finally ready to move.



There are so many exits in some rooms that you might not be able to decide which to take. You can search through room 33 to find potions, but try to transport into an area with no enemies or potions for the right exit.



When you see a flash pad that is barricaded like this one, try blasting through the foliage or the walls around it. If that doesn't work, look for a flash pad somewhere that will open the barricade.



To your left behind the hedge in room 37, there are pads that will open up the bushes in front of the bomb on your right. Then go up, pick up the bomb, and shoot behind it to reveal the exit.

Stepping on any of the patches in the beginning of room 45 will open the wall on the right, letting in four black demons. It's possible to get through without stepping on any of the pads, and it's definitely worth it.

Sometimes you'll find yourself stuck in a "loop," going back through the same three or four rooms over and over again. Instead of repeating the paths you've taken before, look for a different path. If you can find a different exit, you might escape the loop. Even if there are a dozen exits, there's probably only one that is the right one. Find it, and you'll be on your way again.





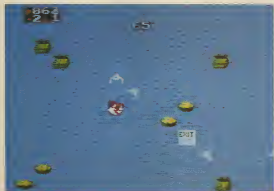
Save your bombs until you're low on energy and attacked by too many enemies to fight. The bombs will kill everything on screen, but not destroy the enemy generators, so more foes will quickly appear.



You might want to take notes on rooms you've successfully solved because the treasure rooms get more difficult to complete as the game goes on. You'll probably end up repeating rooms at least once.



Several rooms have invisible walls. It's not that hard to work your way through, so don't panic. In room 63, each transporting pad will move you farther to the left. Then go left, up, and back down to the exit.



Room 65 has invisible diagonal walls. Watch the movements of the ghosts to find the paths. Grab both of these bowls of food before you go into the exit and you should leave with almost full energy.

There are four quadrants in room 68. Avoid the left entirely. If you need keys, go to the top right and pick up the two there. Then go to the bottom left. The first locked chest holds a black demon, the second is the exit.

Do you want to start half way through the game instead of working through all the lower rooms? Use these passwords and you'll start with powers, bombs, and keys. *Thor*: BC3-SY9-ISS. The first two letters of the combination are R and X; *Thyra*: NRF-TTU-NR7 with symbols C and 3; *Merlin*: UTL-DST-LGT with letters G and W; and *Quester*: 77F-TA1-NL5 with letters W and I.





You have a time limit in room 70, so don't waste any time. There are invisible locked walls, so make sure you have some keys or can find the pads to open the area to the key located in this room.



There are many helpful items throughout the mazes, such as bombs, invulnerability boxes, first aid boxes, and so on. But stay away from this black-purple potion. It will take points away from your strength.



Keep an eye on your supplies. Quester has a lot of bombs, but he is low on energy. Use a bomb to clear the screen so he can proceed without the danger of running out of points before getting to the exit.



There is a map of each of the five worlds that you'll see every time you exit a room successfully. Your progress is plotted with lines, so you can tell how close you are to a code or treasure room.

You'll find treasure, potions, and powers in locked chests, but sometimes you'll also be surprised by up demons. This chest is an exit, but since others are in view, it's a waste of a key unless the other exits are fake.

You have to pick up potions and bowls of food to survive and restore your strength. You can't do anything to a bowl of food, but the potions might be shot and destroyed before you have a chance to grab them. They also frequently lie in the direct line of fire behind an enemy generator or a wall you'll have to blast through. If so, shoot only one bullet at a time so the bottle won't be destroyed by accident.



GHOSTS 'N' GOBLINS



You can see that the zombie on the lower level is carrying a jar or a statue. Kill him and he'll leave the prize behind. Watch for the green monster to your right, though. It shoots from its mouth.

THE STORY

A beautiful princess has been kidnapped by a horrible two-faced demon. Her brave and true knight must pass through seven gates (and destroy their horrible guards) before he can rescue her. With his armor and five different weapons to protect him, he must fight his way through zombies, ghosts, devils, and dragons.

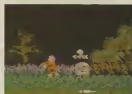
Starting out only with a javelin, you move through a graveyard, looking for other weapons in jars

along the way. You can set fires by throwing torches, attack with your speedy sword, stop an enemy in his tracks with your cross, or use an axe which flies in a deadly arc. Find out the strengths and weakness of the many different foes

You'll travel past a ghost town, around underground passages, through a magic castle, and into the devil's chamber before your quest is over.

Capcom

Jump to any stage in the game with this password: When the title screen appears, you have 7 to 10 seconds to push the control pad right and hold it while hitting B three times. Push the pad up, let go, and hit B three times. Push left, let go, and hit B three times. Finally, push down, let go, and hit B three times. Push start and then you can flip through the different stages with the A and B buttons until you've found the one you want.



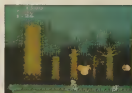
If you are hit once by the enemy, you lose your valuable suit of armor. But if you're hit again, you lose your life and end up as so many bones in a pile. You get three knights before a game ends.



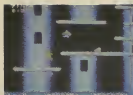
Past this red devil is a patch of water with a moving platform. Your knight doesn't jump like other game characters. He gets hesitant at the last minute. Don't try to make long leaps. Wait for safe ones instead.



The flying knights approach in regular patterns. Bend down to try to avoid them, though occasionally one will fly right down on you. They can't be killed from the front because of their shields.



The forest ghosts can throw spears straight in front of them or drop spears from above. They are easily killed, but their erratic flying pattern still poses a danger to you.



In the ghost town, you'll meet the blue demons. They will fly over your head before starting their attack. The only other enemy to worry about here is a green monster.



The petit devils come at you very quickly from the windows in this building. Some of them you can outrun, but if you flee without trying to fight, you're sure to lose a life.



Your knight is not a smooth jumper, so getting onto these moving platforms takes a little practice. Watch for an attack from the petit devil in the window. One of these buildings has an open window up above you.



Unicorns like this one are big and dangerous. They'll hop high into the air and land on you, shooting bullets at the same time. Ten shots kill them, but retreat might be a better idea. Run past them while they're jumping.

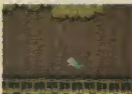
These big tattooed guards can shoot straight ahead or downward from the ledge above. You have to go to the top of this building to enter. Remember that you're vulnerable on a ladder.

If you lose your armor, don't despair. There are other suits of armor hidden throughout the game. Try jumping up in the center of the area just past the water in stage one. Or jump to the left of the leftmost ladder in the building where the big men are. There are two suits hidden in stage three. Jump to the left below the petit devils for one, or bend down on the ledge above where the hole is for the other.





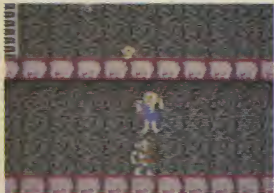
During the opening of stage three, you'll be attacked by bats swooping down from the ceiling in a distinct pattern. The skulls in front of you will turn into hopping skeletons.



When you pick up a red flashing king statue, you'll turn into a frog. You obviously can have no weapons when you're hopping around, so any attack can kill you unless to jump to avoid it.



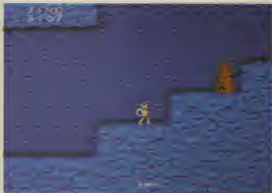
Red devils will be quiet as you approach, but then take to the air and start attacking you. It will take three or four shots to kill them, and you should try to shoot when their wings are open.

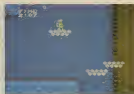


You'll know when to expect skeletons because you'll see their skulls above the ground before they jump out. If you bend down, you can destroy the skulls before the skeletons emerge.

The tower monster has two faces and can shoot out of one or the other, or from both at once. It takes four shots to kill it, and you can only score a direct hit when it's red, not white.

Just like the suits of armor, there are a couple of extra lives hidden in the six stages. The first one is in the ghost town of stage two. Work your way up into the city, then jump to the left from the highest ledge on the left. And if you pass the steps below the red devil on stage five, you'll earn another extra life.





If you can manage to jump up to the highest cloud in stage four, you'll earn an extra life. But remember that there is a time limit in each stage of the game.



Once you've beaten this red devil, you'll walk across this ledge and then drop down to a lower one. If you bend down where the two ledges join, you'll earn a cross, which will stop enemies dead when thrown.



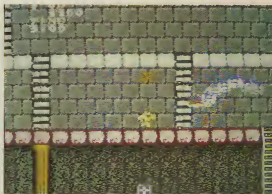
The blue devils you'll find in stage four aren't difficult to defeat, but you'll have trouble killing them when you have to plan your jumps over the molten lava at the same time.



It's a lot easier to take on the tower monster one face at a time, so to speak. When both faces are shooting at once, you're almost sure to get hit with their bullets.

A dragon will fly through the air in waving patterns so it's very easy to be touched by part of its body. When you have a shield, however, you can protect yourself from the fireballs it shoots at you.

You can jump up for 5,000 bonus points between the two trees just before the flying knights start coming in stage one. Other point bonuses are found in stage two (jump three ledges from the top between the middle and right pillars) and the top of stage three (jump to the right on the ledge after you've passed the petit devil).

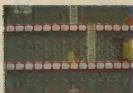




During stage five, you'll be taking on a greater variety of enemies than ever before. There are these forest ghosts, but you'll also have to defeat skeletons, blue demons, a red devil, and the big men.



Since this unicorn is standing right on top of your ladder, there's no way to get onto his ledge safely. Go back down the ladder and look for another way up. If you can't find one, hope that he's gone when you come back.



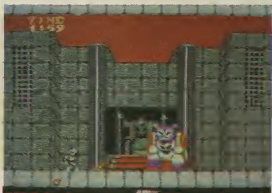
When you've worked your way through the skeletons, blue demons, and forest ghosts at the bottom of stage five, look for an axe lying in a corner. It will probably be your most powerful weapon.



A dragon is made up of eight body sections and a head. You can destroy parts of its body, but the only real way to kill a dragon is with eight shots directly to its head.

Your final opponent is the devil himself in his chamber. Though he shoots out of both mouths, you only have to shoot the top mouth to kill him. It will take 10 direct hits.

The minute you see a red devil, throw a weapon at him, then move to the left of the screen. If he doesn't chase you, he's dead. On the other hand, satan, which looks something like the red devil, won't give up on his attack. You need twice as many shots to kill satan as you do for the red devils, and you must score the hit when his wings are open.



IRON TANK



At the start of the game, your Iron Tank does not have rapid firing (V), armor piercing (F), explosive (B), or long-range (L) powers. Begin by shooting these soldiers and picking up an L.

THE STORY

D-Day has arrived! The date is June 1944, and you must guide Paul, an Iron Snake commando, in his Iron Tank as the Allies invade the Normandy coast. The Iron Tank must break through enemy lines and destroy enemy headquarters. Along the way, you move Paul through a landscape of tanks, soldiers, hand grenades, armored trains, bombers, submarines, and deadly Think Tanks.

Your Iron Tank has great fire-

power. But to make it to the end you will have to pick up more weapons and energy as you go along. There are several ways you can reach your goal. You have a map that shows you the different roads and your position in the game. You can also collect Passwords that let you start the game from a place that you have been before and be on the alert — the action is fast and furious!

SNK



The sub-screen comes up when you press the Select button. The map is at right, showing your position. You select use of your special weapons by pressing the A button.



There are prisoners to rescue such as this one at the lower right of the screen. Some have important information to help you reach your goal. Others just offer their thanks.

One of the most important things to learn right away is how to move your tank's cannon turret quickly. You have to press the B button and the controller direction pad to move the turret around. This is tricky when you are attacked from several sides at once because the B button also shoots the machine gun. Practice this until it becomes automatic for you.



Shoot at officers to get additional weapons. Here, a line of three officers will become rapid-firing V's if you shoot them. Running over the officers with the tank won't get you the V's.



Don't worry about this huge bomb early in the game. It blows up, but doesn't damage you if you are to the left on the path. There is an enemy tank just ahead that you need to shoot.



This flurry of enemy tanks attacks near the first fork in the game as you decide where to cross the river. Don't run into the tanks because it will sap your strength. Some of them will run away.



Bombers strafe your tank periodically without warning. As you cross the river, a couple of them attack you. Move left or right quickly. They won't destroy you unless your energy is low.



Radio messages come in for you now and then. They are generally not a great deal of help, but can sometimes steer you in the right direction.

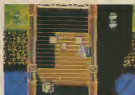


V, F, B, and L are now showing up as you near the first fork in the road. Before going into an area with a lot of tanks, make sure you turn on your special weapons with the A button.

Bridges can be deadly places. Here, a Becks Haus heavy tank is firing three shots at once as you head toward the top of the screen. You need to have all your fire power going.

When you have very little energy left, even rifle fire from soldiers can destroy your tank. You are very weak at this point, so try to find energy (E) marks to collect. At other times, you can ignore the rifle fire from the soldiers. However, some soldiers throw hand grenades which can very quickly sap your energy level. In general, don't waste your time trying to shoot soldiers unless they are officers.

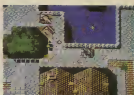




The question mark symbol (?) is very important. When you use it, the explosion destroys all enemies on the screen. Try to save it for your biggest enemies. Watch out for the red circle — it's a land mine.



You can enter passwords to start a new game anywhere on the map that you've been before. You get a new password every time you finish playing a game. Write them down and keep them for the future.



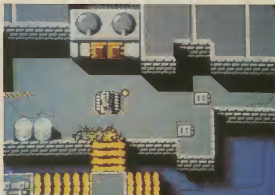
When you are surrounded by heavy tanks, as in this city, try outrunning them instead of fighting them all. There are ambushes that you can't win, so be ready to move fast.

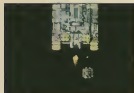


Blast your way through this wall. But be quick about it. All that firepower can destroy your tank. Try knocking out two guns and then using a ? to get the rest.

These guns are easy to destroy, and you will receive V, R, and E symbols for your efforts. But behind these doors is also a monster Think Tank that is extremely difficult to destroy.

As you enter the city right after using Password 1428297, you will find a question mark symbol (?) to collect and use. At this point you are on the right fork of the map. There are other ? symbols that are nearby. Try not to use these powerful weapons until you are up against a large barrier or one of the Think Tank killing machines.





This is a massive Think Tank, an awesome enemy. You will need plenty of firepower and ? super bombs to get by. Don't be discouraged. It will take many tries to defeat this monster machine.



Free prisoners where you see **HELP** signs flashing. One or two of the prisoners may have valuable information for you. Blow open the prison by firing your cannon at the doors.



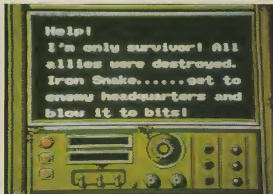
This is an ambush that occurs shortly after you come out of a narrow gorge about a third of the way along the trail. Be ready for it. This is shortly after Password 3234773.



Here is another prison camp farther along in the game. Your best bet is to free all of the prisoners because you won't know which ones may have information for you.

Things look bad as you receive this message from the only surviving ally. But you will also get a message here about a power station nearby that you must blow up.

There are several different kinds of enemy tanks. Some of them, such as the Louis light armored tank and the Gustafu and Wal-tar medium tanks, can be destroyed with only a shot or two. But you'll need to hit others, such as the Becks Haus, Puma, and Folten tanks, several times to destroy them. Armored trains are also dangerous because they are fast and deadly.

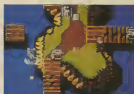




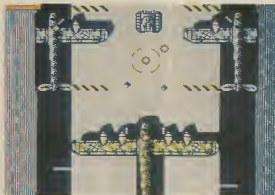
This is the power station. Don't let the electrical current touch your tank. It will drain your energy. This is an interesting part of the map. The Password is 4953481.



Watch out for submarines firing missiles at your tank from the water. Move fast through here. But if you get caught, use your tank's cannon to blow the sub out of the water.



This PT boat pops up suddenly on the left side and begins firing. Cross the bridge with your turret pointing left and you will be able to blow it up before it destroys you.



On this airfield, you face a group of cannon-firing planes. Make sure you have your heavy weapons set on the sub-screen before trying to take them on.

Use buildings to shield your tank whenever possible, especially when fighting more than one enemy. This battleship's big guns can knock out your tank in a hurry, so don't give it an easy shot.

You will collect many passwords as you play *Iron Tank*. They will let you start playing at just about anywhere in the game. Here are a few to get you started. Password 6601194 drops you onto the left branch near a prison camp. Password 3443771 puts your tank on the first right branch at a bridge where you will face many tanks. Password 2327660 is even farther along. Watch out for the speedboat.



KARNOV



Pick up the first items, then jump to this column. The Rock Man will toss boulders to the ground and you can shoot without getting smashed. Don't jump too high, though, or the screen will scroll above Rock Man.

THE STORY

The evil dragon Ryu has stolen the Treasure of Babylon and is terrorizing the land with an army of monsters. Karnov, a famous circus strongman, is the only one with the muscles and brains to defeat the dragon and restore peace to the land.

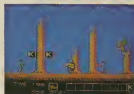
Guide Karnov through nine levels of dangerous play. Your opponents include demons, stone-throwing monsters, deadly sea creatures, dragons, and flame-throwing lions.

You can also pick up bombs, boots for extra jumping power, boomerangs, glasses for seeing hidden enemies, wings, swimming masks, shields, and clappers that will kill all the enemies on the screen.

It takes some strategy to figure out which of Karnov's skills is best for each enemy he encounters. But you also have to master his aim with fireballs, or he will never recover the Treasure of Babylon.

Data East

If you're not being attacked from the rear, it's easy to defeat Chicken Bone. Walk to the right until he comes into view, then walk back to the left until he's off the screen. When you return to the right, he'll be gone — though occasionally he'll leave some minor enemies in his place.



You have to shoot quickly to survive an attack by the blue pirates. If you can keep going forward, you can outrun the ones behind you. Chicken Bone will swoop from the tree, but you can shoot him easily.



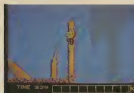
It takes two shots to destroy the columns in stage two. They aim wherever you happen to be, so learn timing. Stay on the ground until they shoot, then jump up and fire. They'll be aiming in the air as you land.



This enemy seems to be made out of fire or electricity. When you shoot him, he'll either dissolve completely, or break into individual pieces. A piece will take a life, and the core piece will form another man.



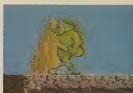
This strange creature is difficult to defeat because his powerful legs let him jump high and erratically. But if you can find a pattern in his hoppings, you should be able to get past him.



You can't get over this gorge in stage three just by jumping. Climb this tree first, then jump. Keep pushing the right side of the control pad and you can move to the opposite side without falling off the cliff.



Watch out for boulders that turn into men of stone. They aren't that hard to defeat unless you stumble into the middle of them and get surrounded. Proceed slowly, and kill each one as it transforms.



This monster has evidently stubbed his toe because he holds his foot the entire time you're battling with him. But his jump can be deadly, so be careful. Aim for his head and you can destroy him.



The wall creature in stage two shoots deadly missiles. The shots follow a pattern, however, which you should study. Then shoot between bullets. Once you've shot the eye of the wall out, it will quit firing.

The boulders this Rock Man throws in stage four won't strike you if you stand right against the wall. Shoot him between his tosses, and he'll die. But there's another Rock Man just ahead.

You can start on any level in *Karnov* and continue as many times as you want by using this formula: On controller one, press the select, A and B buttons at the same time while pushing the control pad to the right. Then on controller two, press the A button once for stage two, twice for stage three, and so on.





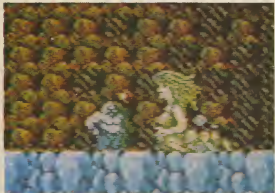
You'll need lots of bombs to get out of this icy world. If you don't have enough collected, jump up two spaces from the end of the first patch of ice. Invisible bombs will magically appear.



Be careful climbing up to collect the boomerang. A dragon will start flying through the air. You can fire even when on a ladder, but you'll have to take aim to shoot him in the head to kill him.



The undersea world of stage five has it's own dangers. The merman will throw long, deadly spears at you. Don't shoot at the weapons, just avoid them. Kill the sea serpent the same way you would kill a dragon.



The Snake Woman is found underground in stage four. She's dangerous and seems to grow in strength the longer you try to fight her. Perhaps avoiding her altogether is the safest defensive move.

The clam shell fires the same way the columns do, so time your jumps and shots the same way, too. To get through the undersea world faster, you should have a diving helmet, though Karnov will never drown.

You'll be attacked by two Chicken Bones at the beginning of stage four. If you aren't careful, you can end up between the two and will loose a life for sure. Instead, jump up on the ledge where you land at the beginning of this level. The first Chicken Bone will appear and is easily killed. Then you can cross the ice and wait for the other one.





Several of these flying gurus will attack you at the beginning of stage six. As you shoot them, be careful that their shots don't hit you as well. Trying shooting them and jumping at the same time.



Unlike the pirates in stage one, these soldiers have guns instead of swords. Squat down, then shoot left and right rapidly to defeat them. Be sure to collect all the wings you can — you'll need them shortly.



Don't let these savages get too close before you kill them. They will run toward you, then jump. Shoot them before they take off and they'll be easy to destroy.



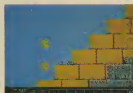
Whenever you are faced with columns, scroll very slowly to the right. They can be defeated one at a time, but are almost always deadly if all are firing on you at once, especially when savages are coming at you, too.

Don't even try to defeat this statue, just fly to a ledge below and find a shield and an extra pair of wings.

Then fly by him (picking up the super fireball on the ledge above him first).

If you're in a relatively safe position and aren't in danger of attack, put up a ladder just to see what's above you. Sometimes you'll find hidden power items that can't be seen from the ground. At other times, however, climbing a ladder may cause a dragon or some other enemy to sweep down on you.





Just because you've defeated the savages and columns on stage seven doesn't mean you're out of danger. You'll have to protect yourself against these yellow birds, too, since they are obviously deadly.



If you haven't collected many wings when you arrive at level eight, jump up from the point where you land. A pair will appear. One pair of wings only lasts for about 30 seconds, so you'll need a good stock.



Your shield is strong enough to protect you against the fiercest foe's attack — even these deadly boulders. But each shield provides protection for only five attacks, so don't get caught in a bad situation.



Somewhere in stage nine, you will meet Ryu, the huge dragon guarding the treasure you seek. You'll need all your strength and many extra powers, so collect as many items as you can along your way.

The boulder at the top of this ladder will turn into a monster as you reach the top of this ladder, so be prepared to fight. Practice moving Karnov off ladders — sometimes he can get stuck and can't move.

Try experimenting with different options to defeat different enemies. Your clapper, for example, will kill every foe on the screen except a boss enemy. You can try going up a ladder to get away from monsters that can't shoot upwards. If you can, catch your boomerang as it comes back to you and you can use it again. And always try to be armed with a shield when you face enemies like Gidora.



ROBOWARRIOR



In level 1-1 the chalice is found just beyond the Well of Hope. Not all the levels have chalices, but if they do and you don't find them, the level will go on forever.

THE STORY

Xantho Lords, aliens from another dimension, have attacked the peaceful Earth colony Altife and have forced the Altiflites underground. A Z-Type Earth Defense cyborg (ZED) is sent to help her sister planet fight the Xanthos and their ruler, Xur.

The Altiflites managed to hide power capsules across the surface of their planet before fleeing under-

ground to help ZED. ZED uses bombs to uncover the capsules and lasers to destroy the enemies that try to block his progress.

Robo Warrior combines both strategy and action. ZED must travel through mazes, collect the capsules he needs to survive, and still fight off Xantho enemies.

Jaleco

If you don't find the chalice, whatever level you're on can go on forever. If the level has a Well of Hope, it's tempting to keep trying to double your inventory by breaking through each time you pass it. However, the well only gives extra powers on the first try. The second time you might get a few extra bombs, but if you try to bathe a third time and you'll lose all your bombs.



When a wall blocks your progress, set off three or four bombs to break through. But you can't go through just anywhere. With most walls, try setting bombs four spaces down from the top.



Level 2-1 is a good place to stockpile your inventory because there aren't any deadly enemies (even in the tunnels). There are amoebas, however, that turn into wanes, so destroy them when you see them.



Level 2-2 is totally dark, so make sure you have a lantern (found in the Room of Idols in level 2-1) or a good stockpile of candles. You also need a life raft, but there are several hidden near the water.



Don't waste your medals in the shops buying items that can be found with bombs. It's best to get lanterns and megaton bombs. And don't try to stockpile. Remember that when you die you lose half your items.



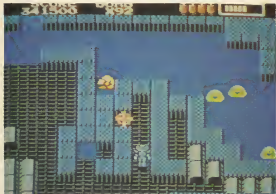
Level 3-1 is a snap to get through. Just charge straight down the middle, and you'll find tunnels, the chalice, and the key. But watch the top of the screen for the door to the Room of Idols.



Keep in mind that bombs are easier to come by than missiles. A missile can drive a path through levels like 3-2, but bombs can uncover extra capsules. For more bombs, keep shooting the enemies that fly overhead.



The first Xantho Lord you'll encounter is Globula in level 3-3. He's fairly slow moving, but spits deadly amoebas at you. Three direct hits will kill him. When the screen flashes, you'll know you've scored a hit.



Part of the pool in level 4-2 is a Well of Hope, but part is also deep enough to drown ZED. Move him quickly, or use a life raft to protect him. There's also a megaton bomb hidden in the block behind the pool.

The white columns of level 4-3 are all on one screen. Therefore, you have to start looking for the key right away. It's a lot closer to the start than to the exit. But don't waste a megaton bomb trying to find it.

Level 4-2 is totally dark. If you get caught without lantern or candle, walk straight up to the top of the area, and then move over to just below where the number of bombs is given on the top of your screen. Plant a bomb right there to open the Room of Idols. There are two statues inside. Go to the right to find a candle, then to the left to pick up a megaton bomb.





Keep a close eye on your inventory sub-screen to make sure you don't run out of supplies — especially energy tanks. If you die, you lose half your supplies and all of your range, so don't take too many risks.



If you're running low on energy on the long level 5-1, look for a large square block in the middle of the screen. There are three energy capsules found diagonally from the lower left corner.



You can uncover some very valuable capsules in The Rooms of Idols found on most levels. You have to bomb the statues in the right order to find anything, though. In level 5-2, bomb the far left first.



There are narrow channels of water before the exit in level 6-1. Look for life rafts since you'll have to stay afloat while you bomb the doors open. The key is found at the bottom of one of the channels.

You'll meet Viripides, Lord of the Dragons, in level 5-3. Set bombs in anticipation of where his head and heart will move to next. If you're low on energy after scoring two hits, use a megaton bomb to finish him off.

By late in level 5 (Intellicon), you should have a strong enough inventory so that you don't have to worry about candles or energy packs. But, like it or not, if you're working with just one or two of each, it will be faster to start over than try and make it through the rest of the game. You should be able to use a new energy pack each time you get down to your last two tanks, since there are several ways to lose two tanks at once.





Level 6-2 is a good place to use missiles to blast a straight path quickly. The chalice is behind a block in the center row. You should replenish your capsules in this level's tunnels, too.



Make sure you have a lantern before going to level 6-3, since it's totally dark. If you do get caught, there's a candle in the first tree directly in front of you when the level begins. Do you see the Well of Hope?



No sooner do you make it through the difficult level 6-3 than you have to meet Aquarian. Like all the Lords, he takes three shots to defeat. Put on speed boots, and use crossfire to kill the fish he spits at you.



To defeat Lian, the Lord of Air, time your bombs carefully. If you set a bomb when he's on the screen, he'll have darted up before it goes off. So set them when he's off the screen in the place you think he'll land.

The 7-4 tunnels are dark — only the enemies show all the time, though candles will show the capsules. You can only tell if your candle is working by looking for a narrow band of blue on the top of the screen.

Pay special attention to the two large pools in level 7-2. The chalice is hidden above the first pool, and the upper right section of the second pool hides a Well of Hope. You'll need lots of bombs in this level as well, and speed boots for the tight turns. Look for the key hidden in rock on the far left of the final screen.





You're right if you think one of these pools in 8-1 holds a Well of Hope. It's the one on the bottom. But don't go in without a life raft, or you'll drown instead of doubling your supplies.



After Gholem, all that's left to do is to defeat Xur, returning Altile to peace. He's fast, though, and will shower you with rocks. Don't let your energy fall below two tanks, but remember the final battle is ahead.



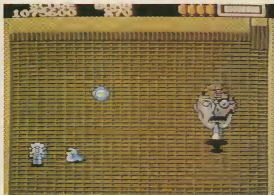
Just as in level 6-3, 8-2 is dark, but there is a candle straight ahead from where you are in the beginning. You should leave all the Outer City and Regency levels with 99 bombs, the maximum you can have.



You've almost reached your goal, so be extra careful in 8-3. You'll need a lot of bombs to blast through the solid blocks, and speed boots to make tight turns fast so you won't blow yourself up.

Xur is actually not any harder to defeat than his fellow Xantho Lords. Just use all the same tactics you used with the others, and you shouldn't have any difficulty finishing the game with success.

Keep this in mind: *Clocks* stop time to help you kill or escape an enemy. *Missiles* can destroy anything along a straight path except blocks and Xantho Lords. The *Flash* will destroy all the enemies on the screen and can help you escape or collect extra bombs. *Crossfire* is most effective in open spaces. *Life Vests* are only good for 20 seconds. The *Lantern* and *Megaton* bombs are especially valuable, but can only be found in the Rooms of Idols.



SUPER MARIO BROS. 2



You can uproot turnips and throw them to knock your enemies off the screen. For each five large turnips you pull up, you win a stopwatch that freezes all the action on the screen for a few seconds.

THE STORY

Subcon, the land of dreams, is being held under a spell by Wart, an evil, toad-like monster. Mario, Luigi, Toad, and Princess Toadstool must enter Subcon and try to find Wart and destroy him.

But Wart has sent out many, many foes to prevent Mario and his friends from completing their mission. They'll have to meet and defeat Shyguys, Trouters, Pidgits, Beezos, Triclydes, Phantos, and Albatosses before Subcon can be released from Wart's spell.

There are many differences between this game and the original *Super Mario Bros.* Stomping and kicking won't be your most important defense any longer. Instead, you have to pull up vegetables from the ground and hit the enemies with them.

Practice your new skills (picking things up and throwing them) thoroughly in World One so that the other Six Worlds will be easier.

Nintendo



The items you'll find on the subspace screen depend on where you throw the magic potion. Practice throwing the beaker in different places until you find the best spot.



Don't venture out on a log without taking a vegetable weapon with you. You can jump over some enemies, but Tweeters can jump high themselves, and it's hard to get over them.

Periodically, there are going to be ledges too high for you to jump onto, or cherries just out of reach. For these situations and others, you should learn to master the squat jump as soon as you can. Push the control pad down to make your character bend down. As you hold it, you'll see your character start to blink. Then, when you jump, you'll be able to go fifty percent higher.



Each of the four players you can choose to be — Mario, Luigi, Toad, and Princess Toadstool — has special talents. It's possible to change players between worlds to use different skills when they are needed.



Collect cherries whenever you can. After you have gathered enough, a star will appear. Pick the star up and you will become invincible for a few seconds... enemies will just bounce off of you.



The ladybug-like Hoopster can be found going up and down vines. If you can jump onto his head without losing a life, he will give you a free ride up into the clouds.



Birdo spits eggs out of his mouth. If you get hit with an egg you lose a life. But if you can hop on one of the flying eggs and pick it up, you can hit Birdo with it. Three direct hits and he's defeated.



When you enter sub space, be sure to pick up all the grass you see. You'll pull up coins, and the coins become chances to win extra lives in the bonus round. Spinning cherries or three of the same items is lucky.



Pidgit can't fly on his own, so he pilots a flying carpet. You have to jump on him to be carried to land, but pick him up quickly after you jump on his head. Stay too long and he'll knock you back off.

Always check inside the jars for secret rooms. This is the first room you'll find, and inside is a one-up mushroom. But there's always at least one enemy inside, too, so learn what jars are worth the risk.

The first potion you get in level 1-3 should be carried to the first patch of grass you find (the patch is located just past all the logs over the water). You'll get a mushroom and several coins there. But if you die after that and have to start the level over again, throw the potion on the long log you cross just after you've found it. You'll find another mushroom and can finish the level with four lives.





You'll only earn a mushroom if you throw the magic potion between the two jars in level 1-2. To get to the grass, you'll have to jump over the jar. Act quickly, because you only have a few seconds.



You'll have to jump to avoid the Snifit's deadly bullets unless you can knock him off the screen by throwing a Shyguy at him. You'll know when the Snifit is about to shoot because he'll start shaking.



You won't find a magic potion here, but you should always try to throw the potion near some grass. Then, even if there aren't any mushrooms in sub space, you'll still get coins.



Once you're in sub space, grab the mushroom first for a power up. Then grab the grass as fast as you can. Remember that each coin is worth a spin in the bonus round. You can also pick up cherries.

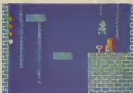
You'll need these mushroom blocks to build a tower so you can jump onto a high ledge. If you have any extras, carry them along. They are powerful weapons and can knock almost any enemy off the screen.

The middle of 1-3 takes place in a tall room with many different levels. When you enter, you can't see the top or the bottom. Work your way up first. At the top you'll find a room with a key in it. Pick up the key and take it down with you to the bottom, where there's a locked door. But stay to the right of the screen on your trip down. The left and middle of the screen are filled with sharp spikes at the very bottom.





Time your jump onto this ledge so you won't be shocked by Spark. One of the Phantos from the wall will chase you as you pick up the key. He leaves whenever you drop it, so keep throwing it down when he's in sight.



Though there are vines all around, you really don't need them to get to the bottom of the level. You can survive the long jump to the bottom as long as you don't land on the spikes.



Mouser is your final enemy in World One. He tosses bombs as fast as he can. Watch for a break between explosions and catch the bombs in the bottom corner. Then toss them back onto his ledge.



It only takes three direct hits to kill Mouser, but it's hard to time them exactly right. Your best bet is to throw the bombs on the left of the ledge with enough force so they'll roll over to the right.

Almost all the jars in World Two hide Cobrats. They shoot deadly bullets, so approach them with caution. You never know if you'll have to duck to avoid a bullet or jump up instead.

The jars with Cobrats in them hold secret rooms just like the jars in World One. But inside them you'll just find a turtle shell, even though you'll still have an Snifit to avoid. And when you come back out, all the enemies you've defeated will have come back to life. So it's really not worth the risk to enter these jars.





Watch out when you approach this pyramid. The little Shyguys pose no threat, but there's a Panser on top. The only living plant in this game, it shoots a spray of powerful, fiery missiles.



You'll have to dig down through the sand in this room to reach the ladder waiting below on the left. Don't try to dig just one straight tunnel, because the Shyguys will drop down on top of you.



While you're digging, collect as many cherries as you can. This way, it's possible to earn a star. Once you're invincible, you can easily defeat all the enemies and make it to the bottom of the room.



Be careful when you pick up one of Birdo's eggs or you could land in a bottomless canyon. You'll meet him on the left side of this ledge, but jump over him to get a little more room to move around.

Cobrats fall off the screen when you throw them (unlike Shyguys, who walk back unless they hit someone else). So you can either try to hit the other Cobrat with the snake you've got, or throw them one by one.

One of the biggest dangers in World Two is all the quicksand you'll find. You'll recognize it because the grains move in a wave motion. In most cases if you keep hopping, you won't get caught (though you can throw your enemies in and watch them get swallowed up). But sometimes you'll see bones rolling in the sand the way the logs rolled in the water in World One. If you land in the sand instead of on the bones, you'll be sucked under quickly.

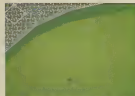


BASES LOADED



Players who practice pitching and batting will win more games in *Bases Loaded*. Part of the fun is getting used to the subtle differences between pitches, fielding, and when choosing players.

Batters can step up to or away from the plate when they're at bat. You can also have your batters swing high, in the middle, or low. Part of the fun of playing, especially against another person, is trying to guess where the next pitch will go. Over a period of time, you will probably be able to spot the kinds of pitches your opponent likes to choose. This is much harder to do when playing against the machine. When you are in the field, remember to substitute pitchers if one becomes tired.



You control the player in the field who is closest to the ball. Watch the shadow of the ball to get a better feel for where it's going to land.



Use the B button to advance runners around the bases. Stealing bases calls for careful timing. You can start a stolen base play by pressing B as soon as the ball leaves the pitcher's hand.

THE STORY

Bases Loaded is a game of strategy and action that you can play against the computer or against another player. When playing by yourself in Pennant Mode, the game will keep track of a complete 132-game season for you. You use a password each time you play so that the computer can record each game in the series. If you can win at least 80 games during a season, the *Bases Loaded* will display a celebration for you.

The computer opponent is hard to beat, but great to practice against. The real fun is in taking on another person. You decide which pitches to throw or how to hit. You control the fielding. There are 12 different lineups to choose from.

The game has speech capabilities, so you hear the umpire call balls and strikes and the crowd cheers a home run. Selecting your pitcher is important. Try to get one who has a low earned run average (ERA). But, remember, pitchers get tired. Try to learn which pitchers seem to get tired faster than others as you play.

You can track all wins and losses by using passwords that the game gives you. After you've played *Bases Loaded* for awhile, you'll begin to see patterns that work for you when pitching and batting. Certain pitchers seem to work better against different batters. Also try to master special options, such as pinch hitting and base stealing. This can really win games for you.

Jaleco

The bunt can be a very effective batting technique. You can set the bunt, and then move the bat up and down for the pitch. This is also effective against a player who's not yet very good at fielding.



Mastering the control pad for pitching can make all the difference between winning and losing in *Bases Loaded*. You set the speed and the direction of each pitch, so learn each pitcher's special strengths.



When you are batting, watch where the catcher's mitt moves as the pitch comes toward your batter. It can give you an idea of whether the ball will be high, low, inside, or outside.



CITY CONNECTION



Your car will automatically sail to the next road level when it finishes a road segment unless you stop it. Jumping over the gaps on a level is easy, but painting the very edges of the road segments isn't.

One key element to finishing *City Connection* is finding and catching balloons. The balloons appear randomly in each city. In London, for example, one will appear when you have a store of 11 oil cans. If you can catch them, you'll earn an extra car. If you manage to grab three of them, you'll be able to warp to the next city with your cars intact. So watch for these balloons (which they can appear any time during the game, and on any road level).



Don't stay too long on any one road level. If you travel too many times on one level, pylons (as well as cats) will spring up right in front of you and will cause an almost certain crash.



You must master maneuvering your car if you plan to make any progress at all. Tight U-turns can get you out of tough situations and leaping to a higher road level are necessities.

THE STORY

You're a devious but lovable thief who has just robbed the biggest paint store in New York. The police are hot on your trail, and they won't have any trouble finding you because you're leaking paint all over the highway. But you are cunning, and are picking up oil cans from the road and shooting them at the pursuing police cars. When they go into a spin on the oil slick, you can ram them off the road.

A high-speed chase along a three-tiered highway isn't easy, especially when cats can come out of nowhere to wreck your car and pylons can shoot up just as you go racing past. But if you paint the entire New York highway, you can escape to London. Then the police *there* will chase you, too!

Learning to make your car jump over cats and cars is easy. But you also need to jump from lower levels to higher levels. That's not as easy. If you turn around too many times in a row, cats pop up faster to block your path. Try waiting until the last possible moment, when you jump from one road to the next, so that you paint the last block on the road you are jumping from.

You'll have to travel to Paris, Frankfurt, New Delhi, and Tokyo to try to shake the persistent coppers off your track of all-too-obvious white paint.

Jaleco

You should try to finish painting the upper roads first, then move down. It can be hard to jump back up to them. Your car needs a running start and a good high leap or it will get stuck on a lower level.



Cats pop up quickly, but not so fast that you can't jump over them. Try turning and driving away from them when they appear. Sometimes when they scroll off screen they won't be there when you return.



Oil isn't your only weapon. You can bump cars off the screen if they're already in a spin. Watch for the flickering vehicles. Be careful, though, because they're sometimes hard to see and you can land on them and crash.



COMMANDO



It's important to keep shooting, even when you're out of sight under a bridge. Enemy soldiers could be waiting to ambush you, and if you don't shoot back, you'll never reach the sunlight on the other side.

Midway during the second level of the game, you'll come to a broken bridge. Past that there is another bridge going over the water. Throw two grenades an inch down the screen from the center of that second bridge. That's where you'll find the wireless radio. Once the radio is in your hands, all the enemies on the screen will die and a helicopter will show up. It will give you a ride to the next screen.



To see the hidden ladders to secret rooms, try this: With controller two, wait for the title screen, then press left three times, B twice, A four times, then right. Then press start with controller one.



You can't barge through the doors because there are too many soldiers blocking them. Hang back and heft a couple of grenades into the crowd first. If you shoot soldiers in green you earn bonuses.

THE STORY

Super Joe lands on a battlefield ready to take on an enemy army singlehandedly. Armed with only a machine gun and a few hand grenades, he must rescue allied captives while defeating the enemy and foiling their evil plans to take over the world. The trick is to learn to move in all eight directions, and to find as many hidden weapons as possible.

As Joe, you have to ward off attacks by knives, grenades... even poisonous snakes. If you can find the hidden bunkers, you can save your fellow countrymen and pick up some much-needed weaponry as well. But some of the shelters are booby-trapped. Some of them also have hidden rooms or exits you can find only by pushing on the right walls.

Earn extra lives or skills by picking up the binoculars, wireless radio, and bulletproof vest hidden somewhere on the four different levels of *Commando*. With the bulletproof jacket, Super Joe will be able to withstand 10 enemy bullets and two hand grenades. Shoot certain soldiers to earn money or K-rations, or look for the medal of honor, gasoline can, or flashlight to get other options. The medal of honor adds another life to Super Joe during the game. When you find hand grenades as Super Joe moves forward, you will be able to kill everything on the screen at that point. Try to take out as many enemies as possible.

Capcom

It's a little more difficult to shoot soldiers when they're hiding in fox-holes. By this stage, however, you should have a good arsenal of grenades. One good shot and several soldiers should go.



There are snakes hiding in some of the secret rooms and shelters, but these soldiers aren't as deadly, even if they are behind barriers. It just takes one grenade to kill a soldier behind a barrier.



When you make it to the areas with watch towers, you have to defend yourself against attacks from the air as well as on land. Watch out for the shelters here, too. There are some pretty vicious traps hidden there.

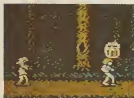


FRIDAY THE 13TH



At the beginning of the game, the counselors are only armed with stones. These are very weak weapons — especially if Jason shows up unexpectedly. Once a counselor is killed, he disappears from the selection screen.

Find out the strengths and weaknesses of the different counselors. Some are stronger than others, some faster, and so on. The slowest counselors should stay around the lake and the cabins so they can hop in a rowboat if the children are threatened by Jason. The fastest counselors should explore the woods, find as many weapons as they can, and then pass them around to the others. The woods are safest during the day. You'll see zombies, but the wolves prowl only at night or in the caves.



Crystal Lake is surrounded by two sections of woods, and you can explore either or both. You can pick up weapons; torches or lighters; vitamins; and messages. But watch out for zombies and wolves.



There's a secret room somewhere in the system of caves where Jason hides his weapons. Find it and your counselors will be well armed. But the room is guarded by wolves who will try to prevent you from finding it.

THE STORY

Crystal Lake. A quiet, peaceful camp nestled between the woods and the water. But there's something out there that isn't listed in the camp brochure. Jason. And he's out for a killing or two.

You and your fellow counselors have stashed the children away in a cabin while you search for Jason in the woods, caves, and other cabins that make up the campground. You'll find much-needed weapons, but you'll also encounter zombies (previous victims of Jason's wrath), vampire bats, counselor-eating wolves... even the horror of Jason's long-dead mother.

When exploring, you have several options. You can change control to any other counselor in the cabin with you; pass any weapon you're holding to another counselor; cure a counselor if you're carrying vitamins; or take objects or messages that you find. And when you're in the large cabins, use a lighter to start fires in any fireplace you see. You'll need fire late in the game.

Don't forget to look for the unexpected. There are hidden rooms in the campground. They're good places for you to hide, or for finding valuable objects. Always study messages, too. They'll give you clues about where to find certain items.

You'll know when other counselors are in trouble. If you don't go to their aid, Jason can add to his list of victims. Remember, although Jason is afraid of a burning torch, it's going to take a pitchfork to finish him off.

LJN

Once all the counselors are well armed, you can start hunting Jason instead of hoping he won't find you. You'll hear a warning if another counselor is being attacked, and can help or become that counselor.



The children have all been hidden in a cabin across the lake. If Jason finds them, you have to go to the rescue by rowing out to them. But watch out! The water can hold zombies or even Jason, and crows are dangerous.



Jason's mother has been dead for years, but that doesn't stop her from terrorizing the counselors. Her floating head guards Jason's cache of weapons. You can pick them up — if you defeat her first.



GALAGA: DEMONS OF DEATH



At the beginning of the game, the first waves of enemy Galaga fighters arrive and line up in formation. They quickly begin to peel off in attack lines and come at your fighter over and over.

Winning at *Galaga* is easier when you learn to fire your missiles extremely fast. Learn to line up under the enemy formations before they attack, and then shoot all spaceships in a row. Boss Galagas take two shots each to destroy. The enemy formations jump left and right in small hops. Learn to gauge the distance so that you don't shoot between the lines of ships.



In the first challenge level, try to line up near the center of the screen so that you can hit all the Galaga fighters as they attack in straight vertical lines.



After each game, *Galaga* will show you your score for that game, including your shots, hits, and percentage accuracy. Every time a new high score is set, it is saved for you in the cartridge.

THE STORY

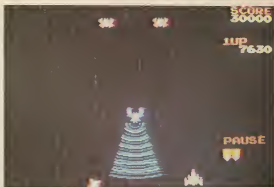
Galaga is a classic video arcade game, one of the all-time favorite alien-invader shoot-em-ups. Hundreds of Galaga aircraft descend from the top and sides of the screen as you move your space fighter left and right to get the fast-moving Galagas. They swoop in from both sides, and fire missiles as they spin by your aircraft. At higher levels, more of the aircraft attack you directly. To make high scores, you have to do more than just wildly shoot the enemy. How and where you attack can mean the difference between a high score and a swift death.

The enemy spaceships line up in attack formation before they begin coming at you in waves. This is a good time to blast away. As soon as your missiles hit one ship, you can fire again. So, fast fingers on the control buttons are the key to wiping out screens full of swarming fighters. You will also have special challenge stages during which you can build up points. In these stages, the enemy fighters attack in rows that are easier to shoot at. With practice, you can hit every one of them for more points.

Tractor beams can capture one of your ships. But if you shoot the Galaga boss ship that holds your fighter, you will have two ships firing at the enemy at the same time.

Bandai

Boss Galaga fighters have tractor beams like this that can trap your fighter. If you get caught, your next fighter can try to release the captured fighter by destroying the Boss Galaga for that level.



Try to destroy ships on either or both sides of the screen so that you will have an area or two areas in which to "hide" from the swarms of enemy fighters.



These twin fighters are very powerful against your Galaga enemies. You get dual fighters by freeing a previously captured fighter from a Boss Galaga.



GHOSTBUSTERS

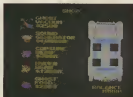


All of the action will start on the map. Become familiar with it, but don't take too much time or you'll add mileage to your travels on the street. Your first stop should be a trip to the shop.

When you enter the Temple of Zuul, you'll have to go up 22 flights to defeat Gozer. You should be well armed, but you must have some ghost food for the specters you'll see on the stairways. If you touch ghosts three times, you die (unless you have an anti-ghost suit). If your joystick has a turbo feature, then you can go up the stairs much faster. But regardless, you have to destroy Gozer before the Marshmallow Man reaches the top of the building.



When you're on the road, be sure to pick up these red drums. They will fuel your ectomobile. If you run out of gas, you have to be pushed to the gas station and the price comes out of your bank account.



You can stock your ectomobile with everything from a hyper beam to an anti-ghost suit in the shop. But it's best to start out with a capture beam, a capture trap, and a ghost vacuum.

THE STORY

You don't have to call a ghostbuster when you can control ghosts yourself. In this game, you have to save New York from the specters and ghosts who are meeting in the Temple of Zuul. If you can't capture the ghosts and destroy Gozer, the demon responsible for the situation, civilization will be lost.

First, arm your ectomobile with all the equipment a ghostbuster needs, such as a ghost alarm or a sound generator. Then take to the streets, watching for the telltale signs of a ghostly invasion. You'll have to travel to the scene of the slimer, but be careful not to run out of fuel. And don't go too fast and risk a crash with another car. That could cost you a lot of money. Vacuum up roamer ghosts while on the road. The more roamers you can suck up, the fewer of them that can get to the Temple of Zuul. Your bank account is already dwindling, and you can't afford to be towed to a gas station.

When you've captured enough ghosts, you'll be called to the Temple of Zuul, where some really big spooking is going on. Climb up the stairs to the roof (watching out for spirits on the stairwells) for your final battle with Gozer. The Sta-Puft Marshmallow Man is on his way, and you'd better finish Gozer before you drown in a sea of marshmallow cream.

Activision

When a building on your ghost map starts flashing red, you'll know there are high spirits somewhere in the city. But before you arrive at the site of the ghostly disturbances, you have to take to the road again.



When you arrive on the site, set up your trap right away. You can move both ghostbusters into position so the capture beam will be as wide as possible. Then press the A button to suck in the ghosts.



If you have less than \$10,000 when the Sta-Puft Marshmallow Man appears on your map, the game will end. But if you can defeat Gozer and her allies, you've won the game.

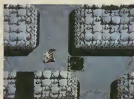


IKARI WARRIORS II: VICTORY ROAD



Tossing a hand grenade into the middle of a group of attackers is more effective than trying to shoot them all when they are close to you. The grenade is in red and is about to explode.

You can keep playing *Ikari Warriors II* for as long as you want with as many extra men as you wish. When your last soldier is killed, press the control pad in an A-B-B-A sequence before the GAME OVER screen flashes. You will continue the game from that point with three more men.



You can also throw grenades at bunkers to uncover hidden weapons like this machine gun. You should experiment to see what the grenades can and can't blow up.



The green-ringed square is a black hole that takes you to a special combat screen whenever it appears. You can earn extra points if you are fast and accurate enough on those screens.

THE STORY

Zang Zip, the War Dog, has taken over Earth in the distant future. His army of aliens holds Earth enslaved. Paul and Vince, the heroes of *Ikari Warriors*, have been sent into the future to defeat Zang Zip. It's up to you to control Paul, or you and a friend can control Paul and Vince together to take on the evil forces. Playing with two people is even more fun than playing alone.

You start your battle with machine guns and hand grenades. But you can also pick up bazookas, land mines, and boomerangs to win. You must uncover such special weapons as life power, thunder power, armor power, and arrow power in order to succeed. You will uncover many of these items as you fight.

As you battle your way forward, you will encounter Barshops where you can have Paul and Vince challenge bounty hunters in order to win the heart marks that give them power and keep them alive. You can also buy things in the Barshops without risking one of your three lives with a fight.

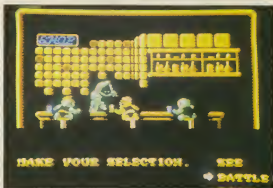
Watch your inventory. You'll keep adding to your weapons as the game goes on, and sometimes you'll want to change weapons before entering a fight. Be prepared for a special combat screen where you can go up against a variety of deadly enemies.

SNK

There were three Galangos here, until you shot two of them and they changed to hearts for you to pick up. Now, there's one more on the left side of the screen that you have to kill.



To get information, you need to buy it or fight for it. Make your selection at the Barshops based on how much experience, money, and weaponry you have.



This is the Rinda — big, ugly, and deadly. You need your heaviest fire power to stand a chance. And keep moving around the screen to avoid being killed.



LEE TREVINO'S FIGHTING GOLF



When you press the B button, a white cross appears so that you can aim your shots. This is very important when the wind is blowing hard or there's a sand trap ahead.

The Start button brings up the Stat Scoreboard which tracks all of the shots for all players. This is especially helpful when you are playing with several other people in Stroke Play mode. You can look at each hole, and also see the total strokes to determine who wins the game.



Will you play as Pretty Amy, Big Jumbo, Super Mex, or Miracle Chosuke? Different players have different strengths and weaknesses, so try your hand at each of them.



When you first begin playing *Fighting Golf*, be sure to read the on-screen suggestions and study the map of each hole so you'll know how to plan your shots.

THE STORY

Get ready for 18 holes of great golf! Playing by yourself or with up to four friends, you will choose your club, aim your shots, blast out of sand traps, chip onto the green, and much more. *Lee Trevino's Fighting Golf* lets you play every aspect of the game, including water hazards, deep rough, wind direction and speed, and more. There are two different courses to choose from, a Japanese course and a U.S. course. You can select Practice mode to improve your skills; Stroke Play mode to play by yourself or with friends; or Nassau Game mode to play against the machine.

The key to playing *Fighting Golf* well is to get used to using the A button for all your shots. With drives and chips, you press the button once to start a backswing, a second time to begin the downward swing, and the third time when the club hits the ball. If you release the button too late at any stage and you can swing too much or too little, hook or slice, or have too little power. When putting, you have to press the A button very quickly to keep from overshooting the cup.

You can view the entire hole from tee to green, or have closer views of the fairway and the green. The wind changes speed and direction. And when you hit your ball into the water, watch your player throw a tantrum.

SNK

You're on the fairway with 194.4 yards to the hole, and *Fighting Golf* suggests you use a 1 Iron. As you get to know the game, you may sometimes want to use clubs other than those the game suggests.



Hitting out of a sand trap is tricky. The game will suggest a sand wedge. That's your best club, so don't change it. You have to hit the ball just right to have a good shot here.



Here's a tough 26-foot putt on this tricky Par 5 hole. You need to develop a good touch with the A button to know how hard to hit the ball on the green.



THE LEGEND OF KAGE



While you're battling the red Shinobi, keep an eye out for the ghosts of the forest. Your sword has no effect on them. Kill a butterfly, though, and you can defeat the ghost with just one blow of your sword.

Catch the air-walking creatures. The white one gives you 10,000 points. The red one gives one of two gifts — either power stars that fly out in eight directions at once, or double power when you suddenly become two men at once. You should also look for the brown Ninja. Kill him and grab his scroll and you can cast a death spell: All the enemies will start falling, and you can just sit back and watch.



You have to use trees to get anywhere in the first level. It's relatively easy to climb up and jump from one tree to another. But watch out. There are Ninjas everywhere.



Star knives are best against the flame-throwing Yohboh because these warriors are too fast for your sword. But you're more powerful up close with a sword than you think. Just keep moving.

THE STORY

You are Kage, a courageous young Ninja, specially trained as an assassin-warrior, selected to rescue the princess Kiri. She has been kidnapped by Yoshi, the most barbaric evil Samurai that Japan has ever known.

On your quest, you must battle with the most savage enemies you'll ever meet: evil Ninjas called Shinobis; fire-throwing magic monks called Yohbohs; nasty twin monks called Genbohs; and Yuki, stronger than any enemy except Yoshi.

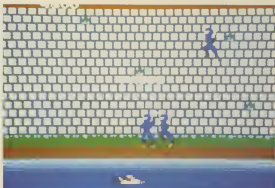
Work through the forest, dark passageways, the fortress, and the castle as you rely on your quick reflexes for survival. You are armed with a sword and razor-sharp throwing stars, plus you have great jumping ability.

Along the path to the castle, you'll find special crystal balls for extra powers. The first crystal ball will give you temporary armor to make you invincible and turn your throwing stars into giant throwing knives. Find another crystal while the first is still working, and your knives will fly even faster. Scrolls and butterflies will also add to your powers and your score.

When you finally have a showdown with the leader of the pack, the evil Yoshi, watch out for his special magic. Defeat him, rescue the princess, and you'll return home to the praise of your people and in the glory of victory.

Taito

In the passageway between the forest and the fortress, a sudden star knife has caught you unaware. You float on the water, defeated but not destroyed. You have three lives before a game ends.



A Ninja fighter waits in the water for you to pass. If you start swinging your sword just before you go by him, you can chop him down before he is able to leap out and ambush you.



Kage has been discovered by guards on his journey to the fortress and has been killed with blows from their star knives. The red Shinobis are most powerful, and are also armed with bombs.

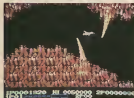


LIFE FORCE

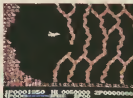


Early in the Cell Zone, everything seems to be grabbing for your space fighter. Even the walls grow as you fly through. Learn to expect certain kinds of attacks from the walls and grasping arms.

When you start the game, you have only three space ships to use before the game ends. That's just not enough. But Konami has a special command you can use that will give you 30 ships each game. When the title screen appears, press Up-Up-Down-Down-Left-Right-Left-Right-B-A-Start. You will then begin the game with 30 lives. Now you'll have a fighting chance against the hordes of Zelos.



These curved spikes move up and down across your path, creating an obstacle course of destruction. You have to thread your way through them. But once you learn the pattern, it's easy.



Shoot your way through this web. Stay on a straight line as you shoot and move forward. There are rock-like clusters buried in the web. Learn where they are and you won't have to change direction.

THE STORY

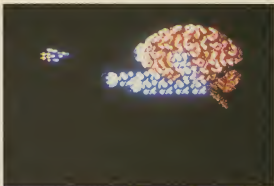
Zelos, a massive alien life form that eats planets and munches on entire solar systems, has arrived to chow down on the Gradius galaxy. Your task is to fly through the Zelos digestive tract, defeating all enemies until you can destroy Zelos itself. You can fly the fast and powerful Vic Viper star ship which is capable of 600 G's at a warp speed of 9. Or, you and a friend can fly together while one of you uses the Viper and the other uses the RoadBritish Space Destroyer (the only starship in the known universe that has actually beaten the Vic Viper).

But, no matter which plane you pilot, there are six different Terror Zones to get through. You'll have to master the cell stage with its death hand; the volcanic stage and its natural disasters; the fire creatures of the prominence stage; the horrible second cell stage; the aliens in the temple stage; and the final battle in the mechanical city.

Hundreds of different enemies will attack. Some fly, some hop. Others grow and multiply toward you. And some just lie there and wait for you to make a mistake. But as you fight, grab power pods that will increase your strength. Then, you can power-up to better weapons and more protection. Great flying will earn ripple lasers, plutonic lasers, a force field, or two extra attackers.

Konami

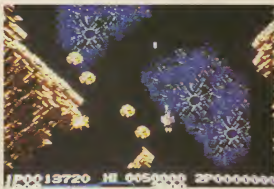
This brain-like Golem is one of the five Mayors you have to overcome before you reach Zelos's heart and the final battle. Keep firing at the eye and the Golem will blow up.



Don't move too fast or too slow through these red walls. You shoot your way through, and the walls close in behind. Once you learn how fast to move, getting through here is not hard.



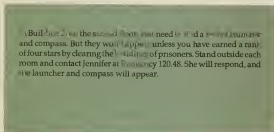
Molten lava spits out at you in this part of the Volcanic Stage. Try to shoot away the guns that stick out of the rock before you get close to them.



METAL GEAR



Race through this clearing past the guard dogs in three quick moves of the control pad. Go straight down and then off the screen on the path to the right.



Your orders and other important information come through your transceiver. But don't forget to set the proper frequency on the transceiver or you won't be heard.



The enemy soldier at right is getting ready to fall asleep. You can overpower him if you're fast. But you can also sneak by when he's sleeping.

THE STORY

On the edge of South Africa, the small country of Outer Heaven has passed centuries in peaceful harmony. But a tyrant, Colonel Vernon McTaffy, has seized control of the nation and has outlawed democracy and forced the people to become mercenaries in his fight to rule the world.

You will need all of your Nintendo talents to take on Colonel McTaffy, destroy his super weapon, Metal Gear, and return the people of Outer Heaven to peace. As Solid Snake, you are a marine known for your quickness and deadly precision. You must travel through a jungle, five enemy strongholds, two maze areas, and other deadly places as you go after McTaffy.

In *Metal Gear* you both try to sneak past your enemies or fight them in order to win. You have been ordered to infiltrate McTaffy's strongholds and work your way to him. Along the way, you need to free his prisoners so that you will be promoted.

You also need to pick up weapons and equipment that will help you win the game. Use your transceiver to get valuable information from headquarters. Refer to the color map that comes with your game cartridge. It will help a great deal in letting you know where everything is. Good luck. (You'll certainly need it.)

Ultra

You find binoculars, weapons, and other items in trucks and buildings as you go through the game. Be ready when you come back outside. You will be attacked.



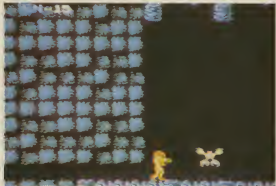
You have been spotted by two enemy soldiers near this prison building. When you find guards in the game, wait until they turn away from you or go to sleep. Then sneak by.



Try to sneak aboard the truck at bottom right. Wait until the guards turn away. That's when you need to sneak by them. The truck will take you to Building 1.

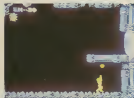


METROID



Rios like this one will attack Samus from the upper walls. You need to shoot it as soon as you come out from being a ball. Try attracting its attention and then getting it to follow you back through the tunnel.

Don't take a "dead end" at face value. Persistent players can get in almost anywhere. When you reach a dead end, try firing into the wall. When you are able to make a hole, roll into a ball and plant a bomb in the hole. You just might be able to blast your way through to a new room. Practice rolling into a ball until you can do it smoothly. You don't want to blow yourself up by accident! When you know how to roll up quickly, you can then, for example, escape a Metroid by planting a bomb and just rolling into another room.



As soon as you shoot some enemies, a power pellet will appear. Jump up and grab it to extend your life. At the beginning of the game, go through some rooms more than once (especially the first room) to pick up life points.



Once you've found the Maru Mari ball (it's to the left from where you start the game) you can roll into a ball and get through tight spots. You're also not as vulnerable to bombs when you're in a ball.

THE STORY

The alien life force Metroid is hungry for energy and doesn't care where it feasts. Whole planets have been wiped out by its never-ending appetite.

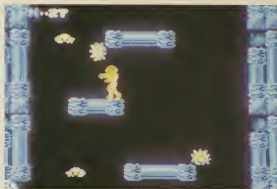
Samus Aran, a half man, half machine, space warrior has been sent by the Federation Police to destroy Metroid before it can breed and swarm throughout the galaxy. Samus must also destroy the organic computer, the Mother Brain, that controls the planet where Metroid is currently living.

Survival is difficult when you have to face more than 30 different kinds of enemy creatures. But if you can penetrate the hideouts; beat the dangerous mini-bosses, Kraid and Ridley; keep your energy shield at full force; and collect the weapons you need, when you end up face to face with the Mother Brain. But you don't have to do it all at once. A password lets you leave the game and come back without having to start over.

The key to Metroid is learning to keep your life points high by shooting enemies along the way to earn power points. In tough sections of the game, you will need the power points that you have gathered in earlier sections. You will also need to learn the patterns of your enemies. Each type of attacker will have its own type of movement. Learn them, and you can be ready before they come at you.

Nintendo

Ignore the two floating Rippers at the top and bottom of the screen on the left. They're deadly if you touch them, but they won't attack. The other two creatures are yellow Zoomers, not as powerful as their red cousins.



The Wavers look pretty tame, but they just fly in odd patterns until they get ready to attack. You should be able to line them up so you can shoot them one after another.



Red and yellow Zoomers crawl in a circle on these platforms. Shoot this red Zommer while it is on the underside, and then jump up to avoid the yellow Zommer.

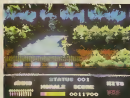


PLATOON



As you approach the end of the Jungle level, you will encounter enemy soldiers at two bridges. Once past the bridges you will be near the village.

Your supply of soldiers can last a long time. But, as the game goes on, you will suffer many attacks. Try to get through the Jungle losing as few men as possible. The Jungle is a maze in which you can get lost very quickly. We have included a map of the Jungle in this issue, showing the paths you must take to get to the village. You still have to find certain items to leave this level.



Enemy soldiers suddenly appear from a variety of places. Soldiers that jump from trees, land, then start walking before they shoot at you. Stop moving and shoot as soon as they land.



As you fight enemy soldiers, watch out for bullets that have been fired toward you. You can duck and keep shooting. Don't harm innocent villagers who might appear.

THE STORY

Deep in the jungle, you guide your soldier along narrow paths that hide explosive trip wires and enemy soldiers. Bullets whiz at you from ahead, behind, and below. Enemies pop up suddenly, and then are gone. This is *Platoon*.

There are four stages that you must get through — the Jungle and Village, the Tunnels, the Bunker, and the 3-D Jungle. When your soldier is shot four times, he dies and is replaced by another. Touching a trip wire will kill your soldier instantly. Remember, you only have five soldiers in your platoon.

Platoon is a game of strategy and quick thinking, as well as fast action. If you accidentally shoot innocent villagers, your soldier's morale goes down. And if you're too slow when shooting the enemy, you go down. But when you do shoot the enemy, you'll occasionally find medical supplies that will restore your energy.

The first level is a Jungle maze. (See the Jungle map in this issue.) You locate the village, finding explosives, torch, and map. Then you can go on. Don't lose too many lives early in the game, or you'll never make it to the end. Blow up the bridge on the way to the village or you'll expose your whole platoon to an enemy ambush.

In the tunnels, you'll find medical supplies, food, ammunition, flares, and a compass. You'll exit the tunnels into a foxhole just as guerillas attack. But even if you survive, your troubles are just beginning...

Sunsoft

Search the village huts carefully, but watch out for booby traps. You need to find a torch, a map, and then find a trap door before you can leave the Jungle level.



Enemy soldiers pop up from the ground very quickly. It's hard to dodge their shots because of the speed in which they appear. Be ready to jump over a bullet fired low.



After the Jungle level, you enter the Tunnels. You will face very sudden surprises like this knife-wielding enemy soldier. If you get in trouble, press the Start button to Pause the action.



RENEGADE



The basic pattern to follow when you're fighting is to punch forward with the B button and kick behind you with the A button. Don't fight head on with a punk who has a weapon. Get him behind you, then back kick.

There are several special powers you can earn. Most involve watching the clock, which is difficult to do when you're fighting off hordes of street scum. For example, when you're low on energy, you can use a running kick against a wall to get a hamburger. But a burger will only appear when the last digits on the timer are 17 for stage one, 43 for stage two, and 59 for stage three. You have to be a pretty confident fighter to be able to watch the enemies and the clock at the same time.



You've been backed off the platform during this fight — and that's always deadly. Try to move one of the hoodlums you're fighting to the edge of the platform and then knock him off.



The flying kick is your most effective defensive move. Practice the kick by hitting the A and B buttons at the same time. Then you'll be able to use it quickly and watch the punks go flying.

THE STORY

You live in a city where the gangs rule the streets. Now it's time to fight back. You're going to take on the punks in the subways, on the wharfs, through the streets, and in the alleys where the gangs lurk after dark.

At first, your enemies will come at you in threes. You have to hit the troublemakers several times to knock them down for good, and then there always seem to be more punks waiting to join the fight. Practice your choke holds, your shoulder throws, and your sit-on punches.

Some of the thugs come at you with weapons, such as iron pipes. Try to avoid fighting them one-on-one, if possible. You must time your punches and kicks so that they hit the target. If you push the A and B buttons too fast or too many times, your fighter may not be able to move away from a spot until he's finished acting out all those commands. The farther you go in the game, the tougher the fighters become. There will be more of them, and more weapons at each level as well.

When you run into trouble, search for hamburgers to replenish your energy. Don't bother looking for allies. It's just going to be you against the gangs. Be crafty, clever, skillful, and tough, and you'll wipe these troublemakers off the face of the planet.

Taito

After you've met up with the wharf gang, one of the punks will escape on a motorcycle. Grab one of the other bikers' motorcycles to give chase. Try kicking him off his bike instead of running it off the road.



Grab your opponent's collar and try a shoulder throw. It's tricky, but keep practicing. If you're facing left, push the control pad to the right. Do the opposite if you're facing the opposite way.



In the beginning of mission three, you're faced with women armed with chains and heavy-duty handbags. It's no time to be a gentleman — they're out for your blood.

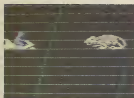


SEICROSS



The Petras are the men in blue who will hail you as you go by. Prisoners of the Basrah, they need your help to escape. Pick them up when you can, but be aware you'll use energy faster with them aboard.

The true key to *Seicross* is learning the patterns of the different zones. The positions of the Petras, fossils, and obstacles never change from game to game. You can, for example, remember to start shooting a Chenobalm before it ever appears on the screen. Hit it once and it turns from green to red. Blast it twice and it disappears, leaving a power star in its place. Once you've picked up the star you've got bonus points and increased firing power.



Always destroy the dinosaur fossils when you see them. Sometimes you'll find a Pipul alien hiding inside and sometimes you won't, but the fossils are the key to earning extra bikes.



The spinning medallions of the Mirror Lurk are tricky to shoot. But they mark underground digging machines that produce energy. Destroy them, and your enemy's power is lessened.

THE STORY

In a distant galaxy, the aggressive Basrahs have declared war on the neighboring Petra tribe. The peace-loving Petras have fled underground and it seems they will never see sunlight again. But the resourceful Petras developed a rescue bike called Gilgitt. The mini-bike's purpose is to rescue the Petras trapped above ground and to sabotage the Basrahs' operations on the Petras' land.

Drive your super space bike across three different zones loaded with barriers and bullet-firing enemies. First comes the obstacle zone, when enemies on bikes will try to steer you into a wall, a certain death. In the slippery zone, you have to stay near the path and still pick up energy packs or you'll go spinning out of control. And in the battery zone, you'll finally meet the most powerful weapon known to the Basrahs — the deadly dinosaur vehicle known as BaITank.

But the BaITank is just one of the dangerous objects you'll find on the Basrah's land. There's the Warne Stone rock cannon; the Apton vegetal cannon; the Gabtum energy cannon; and the Taron Dome which is triggered by an explosion of quartz energy, among others. And watch out for the Powarmon, a electric booby trap that radiates magnetic waves. If you can keep your bike intact long enough to shoot the dinosaur fossils, you might find that you've earned an extra vehicle.

FCI

After completing the bike chase in the obstacle zone, you'll move on to the slippery zone. Try to stay on the clear paths or you're likely to go out of control. But, for the most part, this zone won't be difficult.



Aliens hiding in the Sharking start attacking you with a spray of fiery bullets. The bullets hit with a pretty wide range between each one, so you should be able to avoid them easily.



The battery zone is really tough, with solid barriers you have to shoot down before you can proceed. Cut your speed to a minimum, but keep your eyes out for stray bullets or a dwindling energy gauge.



STAR VOYAGER



You need to protect your home base, CosmoStation Noah, at all costs. But when you retreat from combat, you can return here without worrying that the enemy will follow. Then you can repair your ship's damage.

When you're in combat, you should concentrate on the yellow mother ship. It will take five direct hits in a row to defeat it. But if you've been exploring other planets, you may have earned a super laser which will destroy the mother ship with a single shot. People on the planets may also provide you with a hyperdrive engine so you can warp without using fuel, or a star bomb that will blow up an entire fleet of enemies.



Study the information screen before you plan a battle. Here, your shields are on in preparation for warping to another part of the galaxy. You never know what you'll find after your journey.



When you're planning a course by the star map, avoid black holes and asteroid belts. But when you see a planet, you can land if you get close enough to establish an orbit.

THE STORY

For the past million years, your people have watched, one by one, as every star flared and died. Now you must leave your galaxy and find one full of bright young stars. You evacuate the last livable star system in your galaxy and board CosmoStation Noah, an ark to carry you to the frontier of hope.

You arrive at the edge of Spiral Galaxy IX and get ready to colonize the nearest planet. Out of nowhere, a fleet of ships appears and begins firing. This galaxy is under the control of the Molok Wardrivers, an angry, aggressive gang of outer space terrorists.

Using the RH 119, an advanced space vehicle, you must rid the universe of the astral guerrillas. You are armed with laser cannons, protected by a barrier shield, and assisted by an intelligent bio-computer named Adam. It provides full life support for as long as the energy supply lasts.

Plan your battles well. The information screen will help you choose your destination and the warp distance indicator will tell you how far you need to travel. Once you're in deep space, you can look for planets to explore, space stations for refueling, or enemy ships to blast from the galaxy.

When you've been hit many times, your barrier shield will go down. Then it's time to return to your cosmotation for major repairs.

Acclaim

A warp is in progress when the screen turns blue-purple. You should note the coordinates of the gyro compass when you begin a warp. Also, you might need to move the controller to keep the compass on target.



When you're tracking two enemy space ships with your sights, it's time to make sure that your shields are up and your laser cannons are ready. Watch your radar to find any enemies shooting from behind you.



Refuel at a space station whenever you can so you don't have to worry about losing the game by running out of gas. But dock at the CosmoStation to repair your defense barrier, laser cannon, or life support system.



TETRIS



You get more points per block in the higher levels. But the blocks fall faster the higher the level, so by level eight or nine, you really have to be quick to move them into position.

To get a really high score, start on level three or four instead of level one. The blocks will be moving faster, but they are still easily moved into position. Then move the blocks quickly into position by pushing down on the control pad. That way you'll have a little time to plan where to place the next block before it falls. The only problem with starting on a higher level is that the blocks start falling really fast a lot sooner than they would if you had started on level one.



Learn what each different shape looks like when rotated so you can place it in the best gap. If you put this "T" shape upside down on the left, the long block (which will fall next) can fill the empty column.



After finishing a lengthy game, study the stats on the screen. They'll tell you how frequently each shape will fall. It's risky to keep a space open for a square, for example, since it falls least often.

THE STORY

The idea is simple: falling blocks of seven different shapes fall down into a pit. All you have to do is maneuver them to fill horizontal rows. It may sound easy, but *Tetris* is always new, always challenging, and always fun. It is never easy, though.

Players are given the option of starting on a variety of difficulty levels, or with several rows already started. Vertical columns make up the empty pit, and you have to move each block right or left and rotate it into the proper shape to fill gaps in horizontal rows. You have to maneuver columns, squares, "T" shapes, "L" shapes... there are seven different blocks in all. Don't worry about leaving small gaps because, as a row is completed and disappears from the screen, the holes open up again.

There are several game options that add to the fun in *Tetris*. You can choose to play against a friend or against the computer. There are also cooperative modes in which you can work with the computer to fill as many rows as possible.

For about every ten rows you fill, you move to a higher level. Then blocks start moving a little faster, but the faster a block moves, the more points you get. You also earn more points by starting with a handicap.

Rev up your concentration and give yourself plenty of time to play because *Tetris* is habit forming.

Tengen

A beginner to *Tetris* might try playing against a friend. You can watch the other player and discuss the reasoning behind some of his or her moves. Learning other people's tricks can help your game playing.



The same block falls for both you and your computer opponent in the "computer cooperative" mode. Whoever places the last block in a row gets the score. Drop your blocks faster with the control pad and get ahead.



Your skill can really show when you play against the computer. Because you can drop blocks faster, your score can be a lot higher. A beginner can follow the computer's moves and get a feel for the game, too.



3-D WORLD RUNNER



Right from the start, be sure to run into the tall pillars like this one. The things that pop out, like this rocket, will give you weapons and protection. But avoid the mushrooms.

To make your jumps longer, try turning the character left and right while in the air. But keep pressing the Up and A buttons at the same time. Many players try to run and jump too fast when they first start. Slow down the World Runner by pressing Down on the Control Pad. Speed up only when you need to jump a black hole. The more items you pick up, the better your chances to defeat a Serpentbeast. But don't let the clock run out.



At this second stage of World 1, you must jump two black holes in a row. Press the control pad down as soon as you get past the first hole, then press Up and the A button.



After riding a balloon to Bonus World 1-B, run into a pillar to earn a heart and an extra life. Collect as many hearts as possible. Bonus levels contain no enemies.

THE STORY

What a crazy galaxy! Jumping and swerving your way through Solar System #517, you run from world to world. Avoid the deadly Serpentbeasts. Watch out for Grax and his gang. You can hop and fly in three-dimensions by wearing the special 3-D glasses that come with the game. Or you can run the worlds without the 3-D. It's up to you.

You cover all eight worlds in the Solar System, dodging the army of Menacing Meanies, White Willies, Robot Heads, the horrible Hand Man, and many others. You will pick up weapons that can shoot some of your enemies. But you will still have to dodge others and jump over even more. Run into the tall pillars to get items you will need. If your game ends too soon, you can start again on the same world by pressing the A button and then the Start button. Jumping is one of the real keys to this game. You must jump far enough, but often not too far.

Grab for the balloons you see. They take you to special bonus levels where you can add many more hearts for extra life. Also look for Cosmic Clocks that reset the timer, Jumpers that give WorldRunner extra leaping power, Power Potions to protect yourself, and several other helpful items. You have to pick up as many items as possible, especially hearts, but avoid the mushrooms that pop out of the pillars.

Acclaim

As you get to the higher worlds, the obstacles to avoid become more frequent. These red poles are harder for you to get by safely than the objects you'll find early in the game.



On some worlds, the black holes you have to jump are so wide that it seems impossible to get across. You need special jumping ability for some of these.



Bonus worlds give you a chance to pick up a variety of items you will need. Collect these stars for extra points, without having to worry about being jumped by Menacing Meanies.



WOOD AND WATER RAGE



If Cool Joe tries to thread his way between obstacles too quickly, he'll crash for sure. Push the controller button left to get him to grab the back of his skateboard to slow down.

During the Street Skate Session, master the kick-turn onto the triple guard rail instead of just jumping onto it. If you can hit it and move off, you'll earn 1000 points. Jump back on and you'll get another 1000. To avoid the sea gulls during the Big Wave Encounter, listen for one to come, then move left, then right, then press up on the control pad and the B button. Your rise to the top of the breaker will slow down, and you'll probably miss the bird.



Have Cool Joe jump off his skateboard by pressing the A button so he can avoid this flying disk. You can choose to jump off the board or jump with it. Learn to know which option to use at different times.



Tiki Man finds it a little difficult to maneuver through these four barrels. Each time you hit an obstacle you lose two of your four life symbols.

THE STORY

You really get two games in one with *Wood and Water Rage*. You might be cruising down the boardwalk on your skateboard — dodging, jumping, catchin' air, and trying to get to the higher (and tougher) levels. Or you might grab your surfboard and slash the waves — shredding top to bottom, making burly moves for giant scores, and even going inside the pipeline.

While skateboarding, you have a time limit. But if you play fast and don't lose lives, you'll earn new ones. When you have eight lives, you'll go into a time round and the clock stops. Then you'll have plenty of time to finish the really long, hard levels. Watch out for hidden dangers, though. Rough spots or oil slicks on the road can slow you down or cause you to spin out of control.

Surfing is harder than skateboarding. Perfect your turning techniques or you won't be able to keep your balance when the big swells come. Lean forward by pressing the A button or lean back by pressing B. To make a turn, press up on the control pad with the B button. Once you've mastered that, try two turns at once by moving left at the bottom of the wave, then right, then up with the B button. It's tough, and there's no jumping off the board when you see birds, fish, or sunbathers on rafts.

LJN

Press up on the controller and hold down the B button and you can start making cool turns the minute you hit the water. Thrilla Gorilla will get points for each turn, and an extra life symbol for complicated moves.



Watch out for sea gulls. Kool Kat didn't listen for them and so he wiped out. But if you have the sound turned up on the game, you can hear them coming. There are jumping fish to watch for, too.



Look out below! You get ten points for every second you stay on your board without wiping out. As soon as you see the pier supports, press down on the control pad and the B button and you'll end the round safely.



XEVIOUS: THE AVENGER



Blow up ground bases before they can fire more than one shot. Press the A button to bomb when the aiming sights are on top of a base. Center between two bases and you can get them both.

With a central hit on bases that have a circle and pyramid, you can knock out both of them. But if you can't get both, try hitting the circle since that's where enemy missiles emerge. If you can make it to 20,000 points, you will earn another Solvalou fighter plane. You can also try staying near the top of the screen when things get hot. Shoot the enemy as they come out, but this technique is for experts.



Avoid these spinning rectangles. They block your way and can't be destroyed by your guns. Learn to move in and around them so that you can bomb the several bases that appear.



Try to knock out this large base as soon as possible. It sprays a great many missiles at your Solvalou fighter. If you catch it early, this section of the game is easier.

THE STORY

This classic fast-action space game has been a big hit in the video arcades. You are flying a Solvalou fighter plane as it attacks Xevious ground bases and aircraft. There are many enemy locations and dozens of different attackers coming at you. You must sweep away the fast Xevious air ships by shooting them with the B button. At the same time, you have to bomb enemy ground installations by pressing the A button. It takes practice to do both at the same time, while still steering your Solvalou fighter away from the onrushing enemy craft.

You must overcome 11 different kinds of enemy planes and land-based attackers. Watch out for the Zkart and its sudden appearances; the Torrid attack drone; the Jlara and its corkscrew motions; and the Globder, a manned amphibious vehicle. If you can score a direct hit dead-center on the Xevious ground base, the enemies' attacks will lose power for a short time. But the base is a hub of fierce attacks, so watch out. As a rule, the objects on the ground will be worth more points than flying ships.

At the beginning of the game, shooting them all is not hard. But things heat up very quickly. The more skilled you are in shooting and moving, the better you'll do. Aim for high point totals — you can earn extra ships.

Bandai

Attack the center core of this Floating Fortress. The guns of this ship are very powerful, but you can defeat it if you attack quickly and keep firing. Destroy it, and the enemy is weakened.



These Talken enemy fighters fire at you from behind if you don't shoot them. If you miss, move your fighter away from them as fast as you can to avoid their missiles.



These Zoshu fighters are very fast. Stay at the bottom of the screen and shoot quickly. You will have to dodge as you shoot, so keep moving to avoid their shots.



DIRECTORY

ACCLAIM ENTERTAINMENT
189 South Street
Oyster Bay, NY 11771

ACTIVISION
(a division of Mediagenic)
3885 Bohannon Drive
Menlo Park, CA 94025

BANDAI AMERICA, INC.
12951 East 166th Street
Cerritos, CA 90701

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Middlesex, NJ 08846

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CONTRIVER TECHNOLOGY, INC.
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Suite A
La Puente, CA 91744

DATA EAST USA, INC.
470 Needles Drive
San Jose, CA 95112

ECLECTIC PRODUCTS
931 Matts Court
Los Altos, CA 94022

EPYX
600 Galveston Drive
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FCI
645 Fifth Avenue
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1251 Pagni Drive
Elk Grove, IL 60007

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5617 W. Howard Street
Niles, IL 60648

KONAMI, INC.
815 Mittel Drive
Wood Dale, IL 60191

KRAFT SYSTEMS, INC.
450 West California Avenue
Vista, CA 92083

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1107 Broadway
New York, NY 10010

NINTENDO OF AMERICA, INC.
4820-150th Avenue N.E.
P.O. Box 957
Redmond, WA 98052

SNK CORPORATION OF AMERICA
246 Sobrante Way
Sunnyvale, CA 94086

SUN CORPORATION OF AMERICA
2250 Elmhurst Road
Elk Grove Village, IL 60007

TAITO SOFTWARE, INC.
267 West Esplanade
#206
North Vancouver, BC
Canada V7M 1A5

TENGEN, INC.
1901 McCarthy
Second Floor
Milpitas, CA 95035

TRADEWEST, INC.
P.O. Box 1796
2400 South Highway 75
Corsicana, TX 75110

ULTRA SOFTWARE
CORPORATION
240 Gerry Street
Wood Dale, IL 60191

WICO
6400 Gross Point Road
Niles, IL 60648-4567

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Except their favorite food is PAC-MAN! His only defense is to eat the energizers, special pellets which empower PAC-MAN to gobble the ghosts — but only for a short while! And like good ghosts, they come back right away to haunt you.

It's a jungle out there. So gobble — or get gobbled!



Guide PAC-MAN around the maze to eat all the dots without getting eaten by Blinky, Pinky, Inky and Clyde. If he can swallow the energizers in time, he'll be able to gobble the ghosts instead — but only for a short while.



Tengen

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